95p OCTOBER 1985 S$4.60 Dm6

# COMPUTER +VIDEO GAMES

WIN OUR EXCLUSIVE

## LORD OF THE RINGS

TREASURE TROVE!

## SHATTER - THE WORLD'S FIRST COMPUTER COMIC

ENTER THE GREAT M.U.D. CHALLENGE / WIN SUMMER GAMES II

EXCLUSIVE PREVIEWS - BEYOND'S NEXUS AND MINTER'S BATALYX!

FIND YOUR WAY TO THE TOYMAKER'S PARTY WITH OUR BIG SCREEN RUPERT MAP

# AND ON THE EIGHTH

# SUMMER

Experience the thrill of top international competition in your own home! Summer Games II brings it all to you with eight challenging new events. You and up to seven other contestants can compete in your favourite individual event or go for it all in the grand competition. Some events, like cycling, rowing and fencing even challenge you with realistic head-to-head competition.

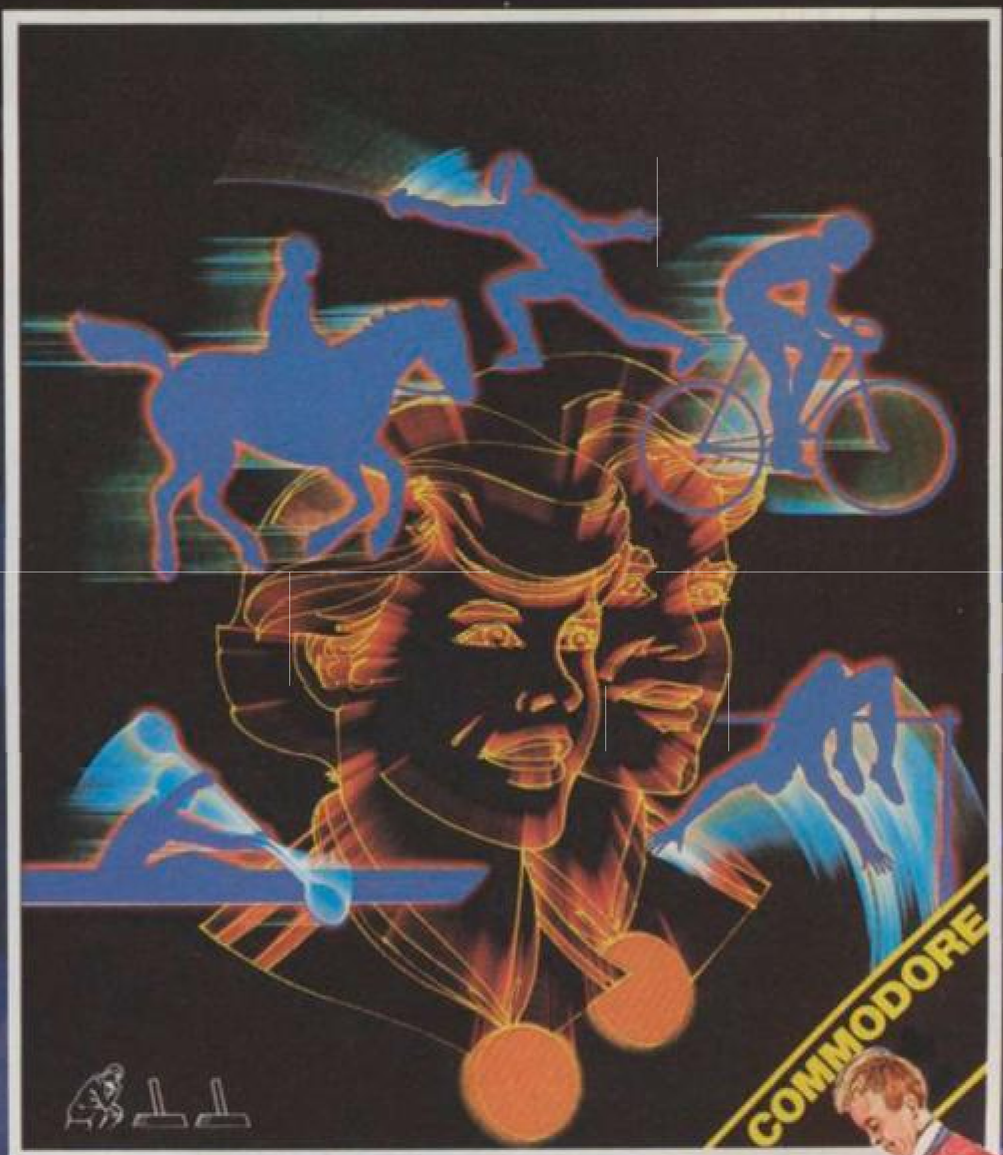
First, decide which of the 18 different countries you're going to represent. Then, in true Olympic fashion, you will need the proper strategy and mental toughness, not just speed and agility to excel in each of the eight events. That's why we included a feature that lets you practice each event until you're ready for the real competition.

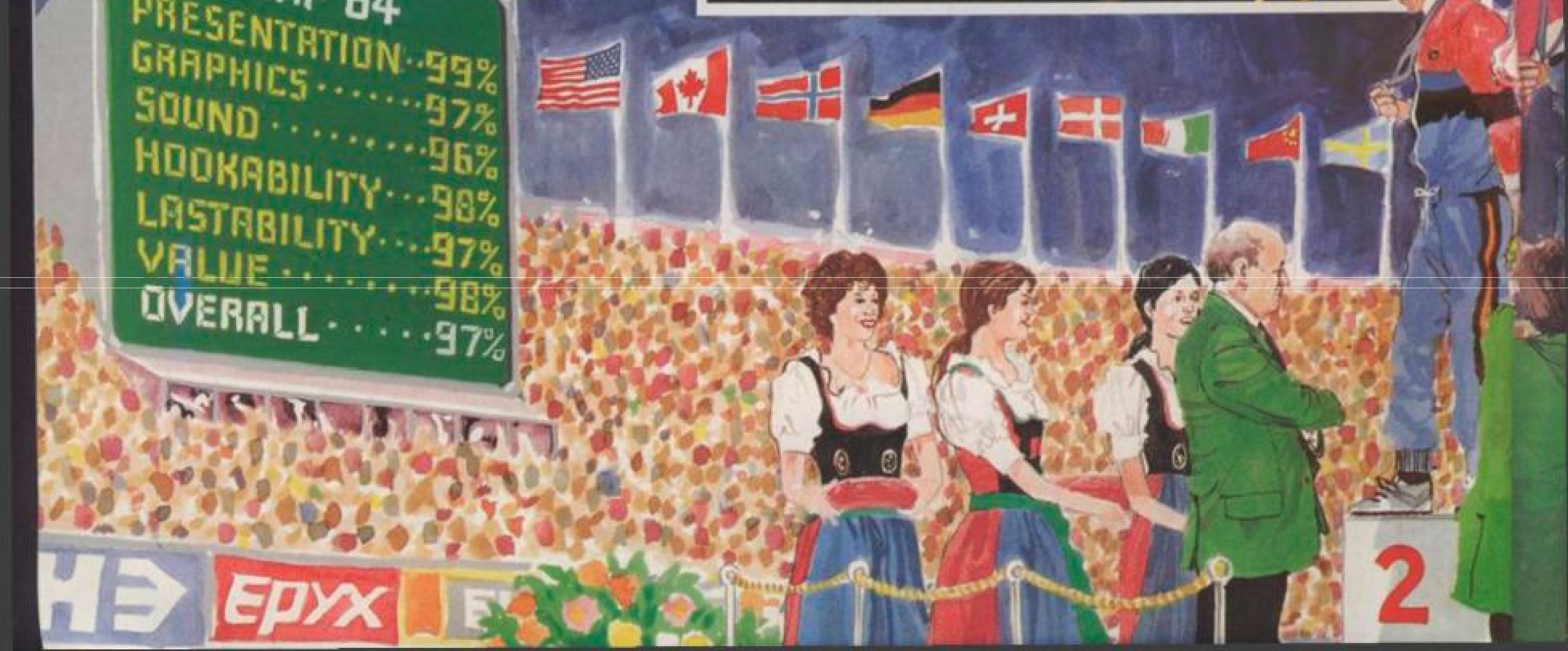
Remember, it's not too early to get ready for 1988. With the right diet, proper training and lots of practice you just might make it. In the meantime, put on your sweatsuit, grab that joystick and let Summer Games II give you eight new ways to **Go For The Gold!**

- **Includes Cycling, Fencing, Kayaking, Triple Jump, Rowing, High Jump, Javelin and Equestrian Events**
- **Opening, Closing and Awards Ceremony With National Anthems**
- **Compete Against The Computer or Your Friends**
- **Individual and Head-To-Head Competition**
- **One to Eight Players**

**'SUMMER GAMES II DOESN'T LOOK SET TO BECOME A CLASSIC– IT IS A CLASSIC!'**

**–ZZAP 64**





# H DAY EPYX CREATED...

# GAMES II

'Summer Games II now takes the Gold as the greatest sports simulation ever created for the 64.'
—Commodore User

'Summer Games II is eight outstanding games rolled into one piece of software—100% value for money.'
—Computer Gamer

▲Opening Ceremony
▼High Jump

Cycling ▶

Equestrian ▲
Kayaking ▼

Screen shots as seen on the Commodore 64

**AVAILABLE AUGUST**
**for Commodore 64/128**

CASSETTE **£9.95**
DISK **£14.95**

## TRY THESE OTHER GREAT GAMES FROM EPYX

SUMMER GAMES
IMPOSSIBLE MISSION
PITSTOP II
BREAKDANCE

## AND COMING SOON... WINTER GAMES

U.S. Gold Limited, Unit 10, The Parkway Industrial
Centre, Heneage Street, Birmingham.
Telephone 021-359 3020
Telex 337268

# CONT

## FEATURES

15 THE GREAT MUD CHALLENGE

30 SHATTER

34 THE LORD OF THE RINGS

39 DEAR BUGHUNTERS

43 RUPERT AND THE TOYMAKER'S PARTY

45 THE BUGHUNTERS

76 SUMMER GAMES CHALLENGE

86 ADVENTURE HELPLINE

101 C+VG SOFTWARE CHARTS

102 IDEAS CENTRAL

104 HALL OF FAME

109 MAILBAG

112 PSI WARRIOR

117 DIARY OF A GAME

## NEWS + REVIEWS

### 8 NEWS

- ACE REPORTER MISSING. . .DRUGS RACKET INVESTIGATION. . . UNDERGROUND ORGANISATION. . .NEXUS THE NAME.

### 18 REVIEWS

- **Frankie Goes to Hollywood** is finally here! And having played it, what else could we do but make it Game of the Month?

### 94 ARCADE ACTION

- IDEAS Corporation's arcade spy, Clare Edgeley, brings you the lowdown on **Nemesis**. Plus, for all you romantics out there, how to be a knight in shining armour and win the lady of your dreams!

### 80 ADVENTURE REVIEWS

- **Enthar Seven**, the latest adventure from Robico, is an absolute knock-out — we couldn't have given it more marks if we tried! Also, win yourself a copy of the latest smash from Melbourne House, **Mordon's Quest**.

## GAMES BOOK

### 56 MOON BUGGY/Spectrum

- Before you can hope to achieve anything in this game, you've got to get to grips with your Moon Buggy.

### 60 MANIC PACMAN/Spectrum

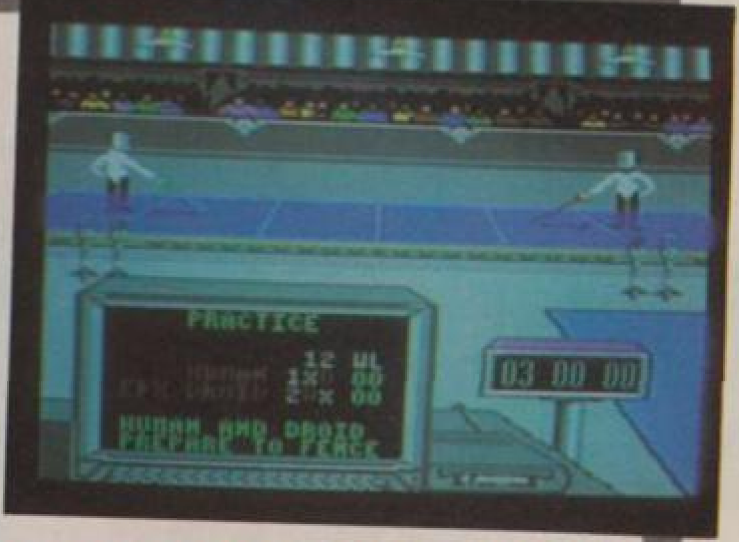
- Yes! The giant blob is back! Pac-man is his name and ghost baiting is his game. The graphics on this version are pretty neat, too!

### 66 ASTEROID LANDER/Amstrad

- You've simply got to rescue all the inhabitants of a small planet before they get burnt to a crisp.

### 68 DAY AT THE RACES/Atari

- This game is a punter's dream. All the thrills and spills of a day at the races — and you don't get rained on!

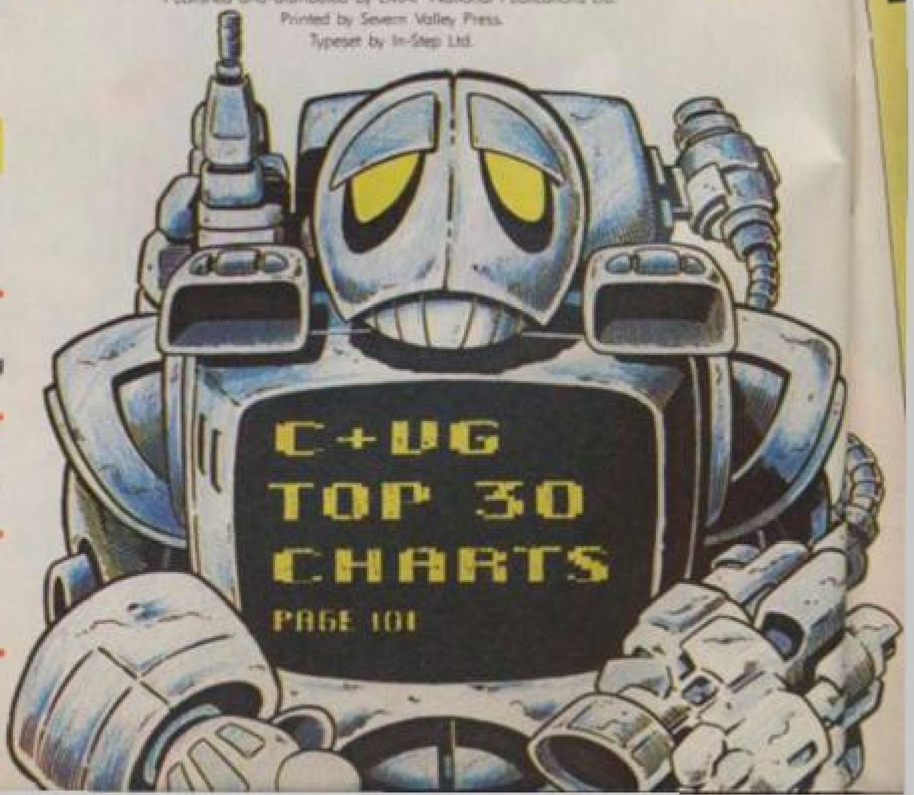


SUMMER GAMES CHALLENGE/76

THE GREAT MUD CHALLENGE/16

**COMPUTER + VIDEO GAMES POSTAL SUBSCRIPTION SERVICE**

By using the special Postal Subscription Service, copies of COMPUTER + VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER + VIDEO GAMES (Subscription Department), Competition House, Farndon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance made payable to COMPUTER + VIDEO GAMES. Annual subscription rates (12 issues): UK and Eire £15. Additional service information, including individual overseas airmail rates, available upon request. Circulation Department: EMAP National Publications.
Published and distributed by EMAP National Publications Ltd.
Printed by Severn Valley Press.
Typeset by In-Step Ltd.



# TENTS

## THIS ISSUE

● Welcome to a whole new era of *Computer + Video Games*! The world's greatest games magazine is now looking even better thanks to those wonderful people who run the IDEAS CORPORATION. We hope all our regular readers like the new look *C+VG* — and that we've attracted a few new ones along for the ride.

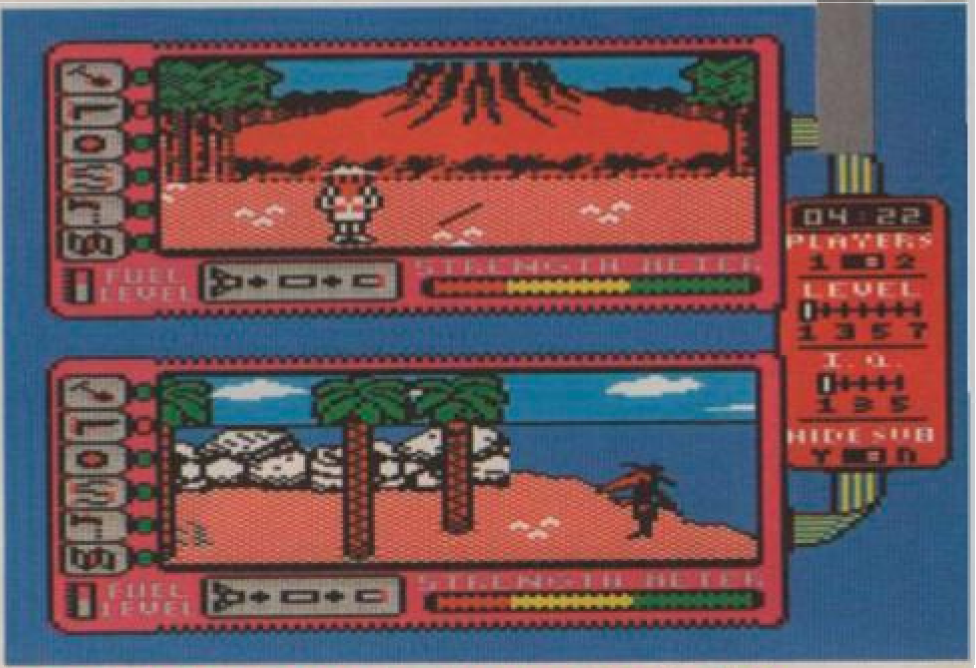
So what have we got in store for you this issue? Well, first and foremost there's the **Bug Hunters**. The oddest bunch of robots you've ever seen. Meet them for the first time on page 45.

Then we've got an exclusive sneak preview of this year's hottest adventure — **Lord of the Rings** from Philip Mitchell that ace Aussie programmer. We talked to Phil in Australia and discovered a few secrets about his up and coming Tolkien translation. And there's a chance that YOU might win a copy of the game . . .

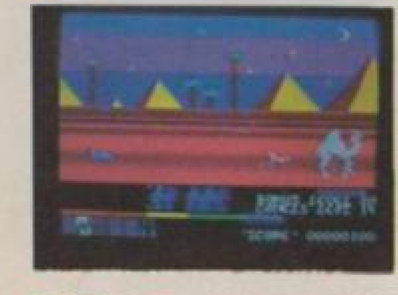
We've also got a stunning full colour map of the new **Rupert** game — plus exclusive game tips from the man who created the game, Martin Walker.

We're looking for the *C+VG* reader who can take on the world and become the all-time **M.U.D.** *champion, we're giving away* **Epyx** games by the dozen, we've got pages packed full of reviews, news and your letters and, oh yes, **Keith Campbell** reports on the world of adventure from his penthouse suite in the IDEAS building.

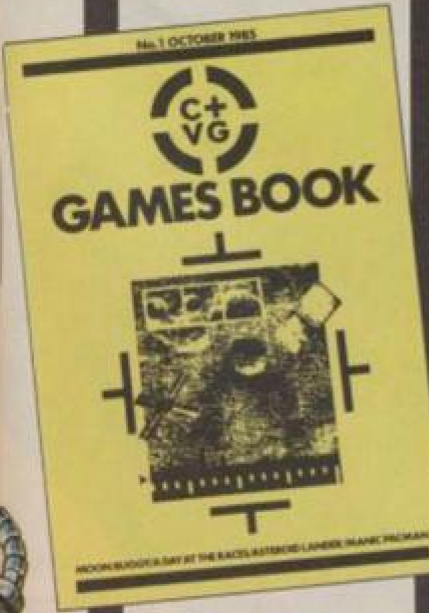
All that and more inside the first new look *C+VG*. Enjoy!



**SPY VS. SPY II > REVIEWS/18**



**BATALYX > NEWS/8**

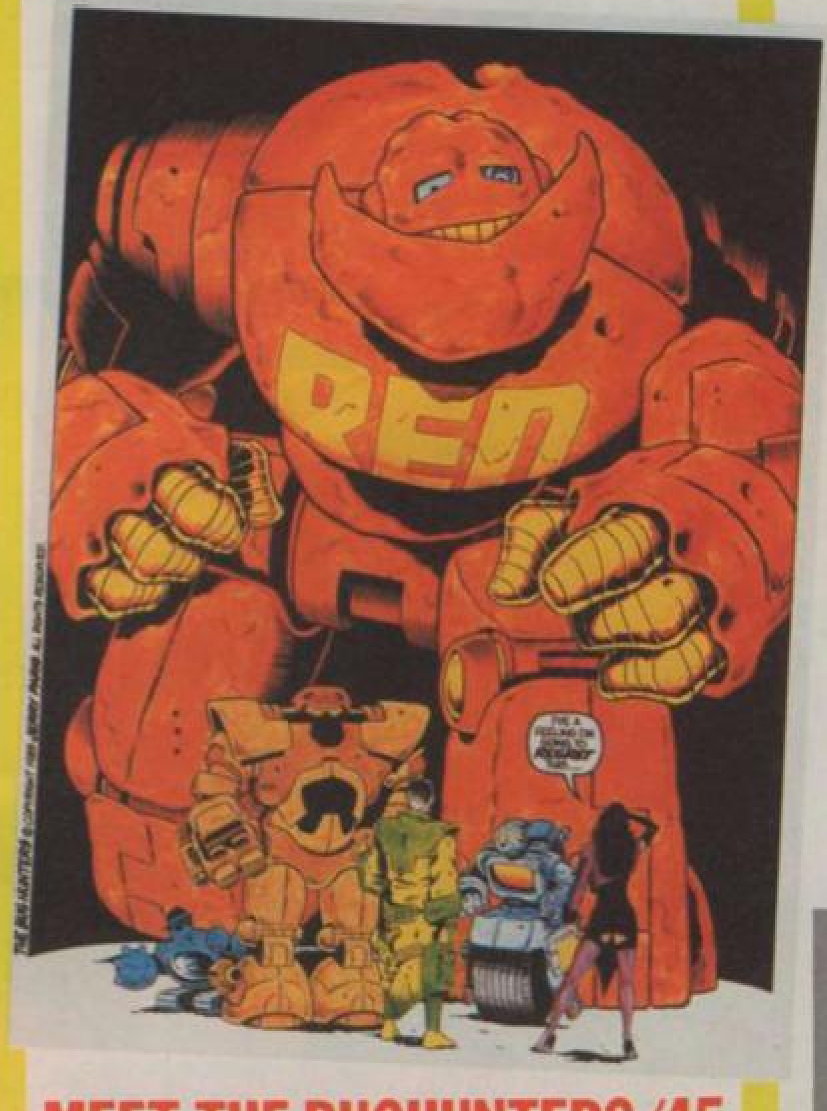


**GAMES BOOK/55**

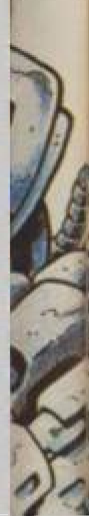
EDITOR
**Tim Metcalfe**
DEPUTY EDITOR
**Paul Boughton**
STAFF WRITER
**Seamus St John**
EDITORIAL ASSISTANT
**Lesly Walker**
PRODUCTION EDITOR
**Mary Morton**
DESIGN/EDITORIAL CONSULTANTS
**Steve Bush**
**Vici MacDonald**
ADVENTURE WRITERS
**Keith Campbell**
**Paul Coppins**
**Simon Marsh**
**Jim Douglas**
AMERICAN CORRESPONDENT
**Marshal M. Rosenthal**
ARCADES
**Clare Edgeley**
READER SERVICES
**Marcus Jeffery**
PUBLICITY
**Marcus Rich**
ADVERTISEMENT MANAGER
**Louise Matthews**
ASSISTANT ADVERTISEMENT MANAGER
**Bernard Dugdale**
ADVERTISING EXECUTIVE
**Sean Brennan**
PRODUCTION ASSISTANT
**Melanie Paulo**
PUBLISHER
**Rita Lewis**

. . . **and the Bug Hunters!**

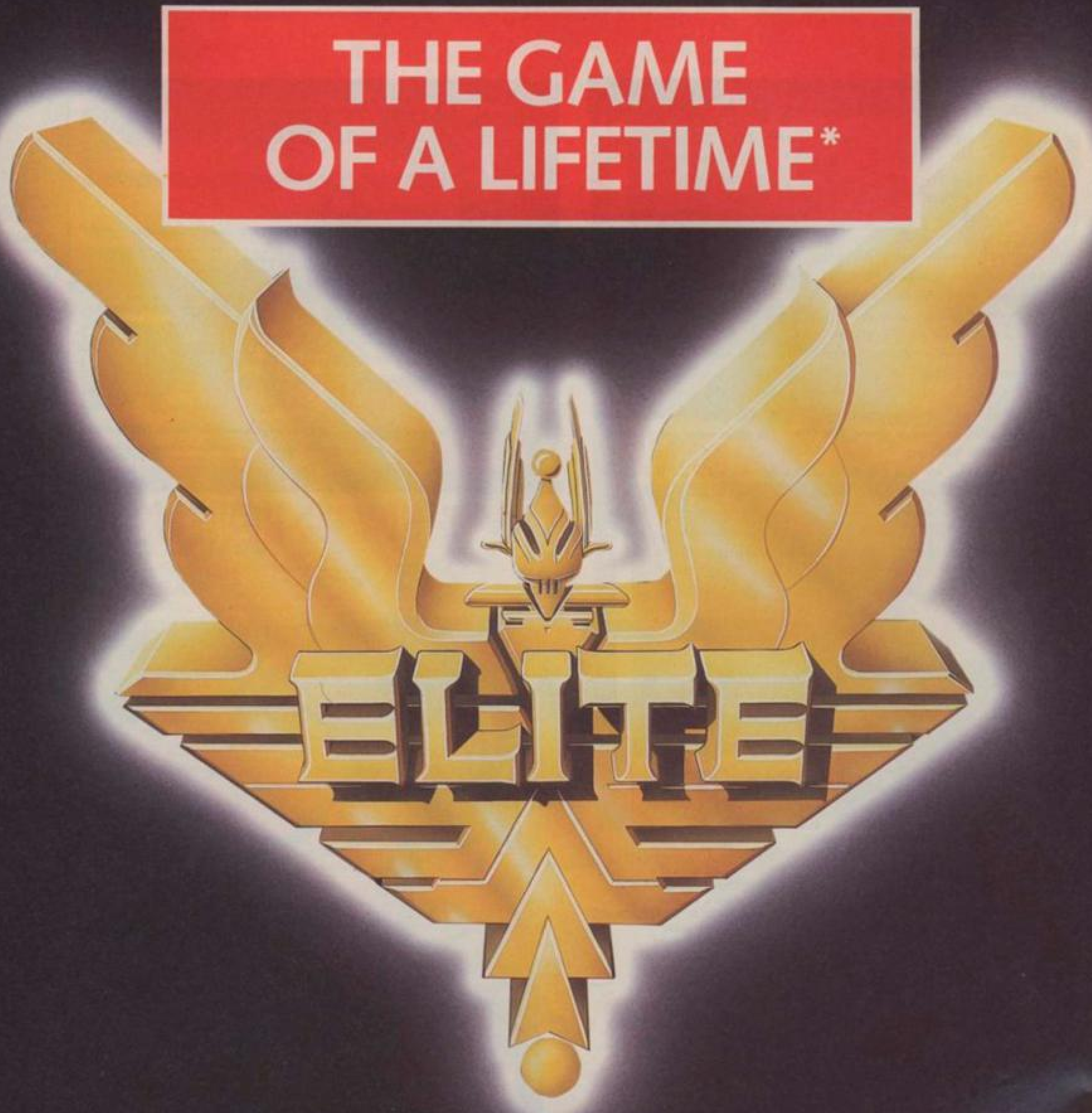
EDITORIAL AND ADVERTISEMENT OFFICES
**Priory Court, 30-32 Farringdon Lane**
**London EC1R 3AU**
**Tel: 01-251 6222**



**MEET THE BUGHUNTERS/45**
**PLUS FREE PULL-OUT POSTER**



# THE GAME OF A LIFETIME*



Available for Commodore 64, Spectrum 48K and Spectrum + . Coming soon: Amstrad and MSX.

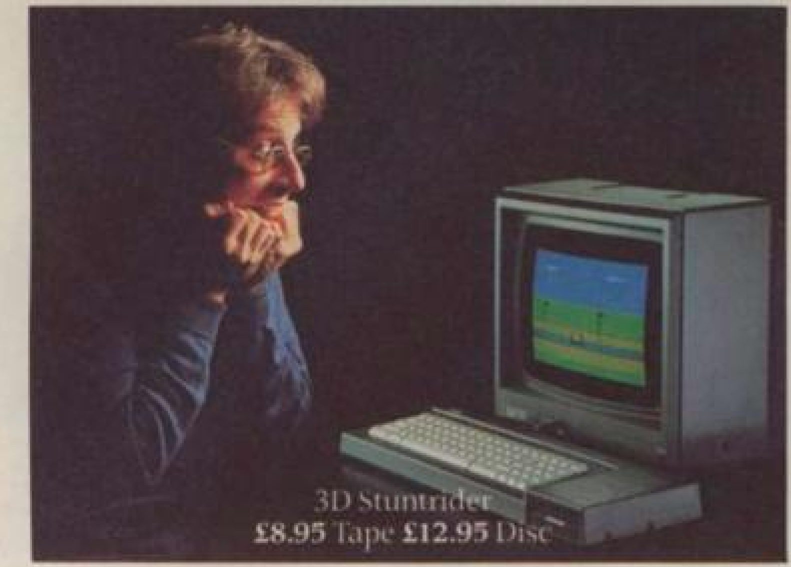
FIREBIRD

FIREBIRD SOFTWARE · WELLINGTON HOUSE
UPPER ST MARTIN S LANE · LONDON WC2H 9DL

Firebird is a Trade Mark of British Telecommunications plc.
Elite is a Trade Mark of Acornsoft Ltd. © Acornsoft 1984 © BT 1985

*Zzap! 64 Magazine

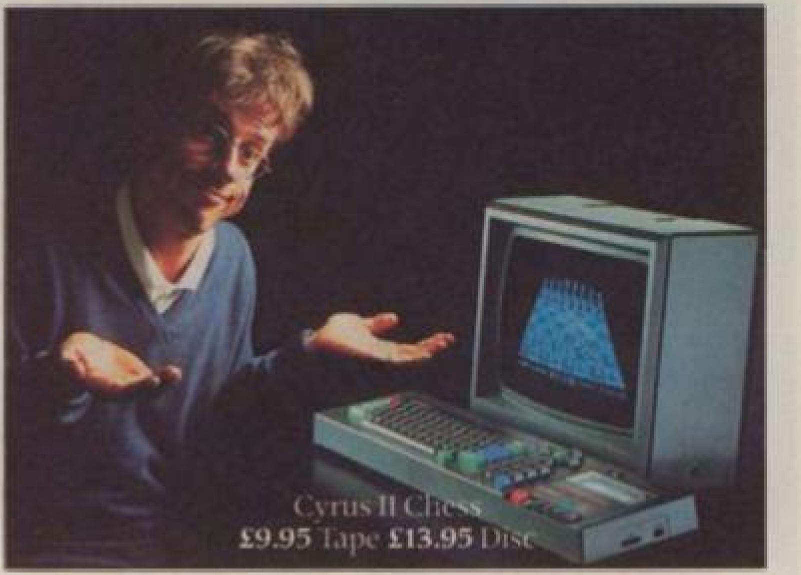
GOLD EDITION


3D Stuntrider
£8.95 Tape £12.95 Disc

3D Grand Prix
£9.95 Tape £13.95 Disc

# When it comes to computer games you can't beat an Amstrad.

3D Boxing
£9.95 Tape £13.95 Disc


Cyrus II Chess
£9.95 Tape £13.95 Disc

We've enlisted the help of some particularly wicked program designers to put our entertainment software range together.

They've come up with over 200 Arcade and Adventure games.

Many of them exclusive to Amstrad (like those shown above). All of them mindbenders you'll find hard to beat.

And all at prices that are as competitive as the games, from £12.95 on disc and £8.95 on tape.

But the software is only one of many good reasons for buying an Amstrad computer.

The 64k CPC 464 computer comes complete with built-in datacorder and a choice of green screen or full colour monitor.

The CPC 6128 is a big memory 128k computer with built-in, fast-loading disc drive and again, it's own colour monitor or green screen.

Both are available at an all-inclusive price you'll find hard to match.

In fact, with Amstrad's unbeatable software, unbeatable hardware and unbeatable prices, how can you lose?

CVG/S/1

Tell me more about the Amstrad range of software.

Name________________________

Address________________________

________________________

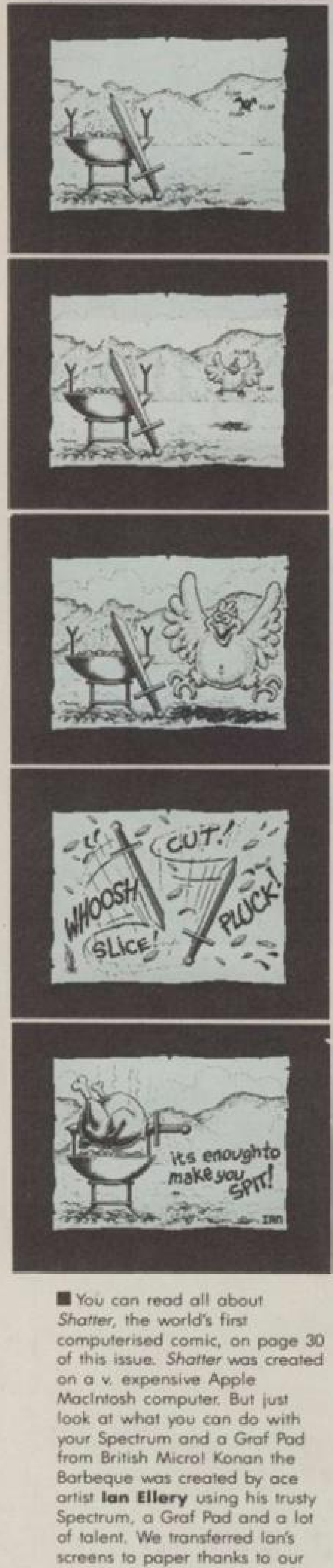
________________________

## Amstrad. Loads more fun.

Amstrad, P.O. Box 462, Brentwood, Essex CM14 4EE

AVAILABLE AT BOOTS · CURRYS · DIXONS · RUMBELOWS · LASKYS · W.H. SMITH · TANDY · SUPREME DISCOUNT STORES · COMET AND GOOD INDEPENDENT COMPUTER STORES

## KONAN THE BARBEQUE


CUT!
WHOOSH
SLICE!
PLUCK!
its enough to make you SPIT!
IAN

■ You can read all about *Shatter*, the world's first computerised comic, on page 30 of this issue. *Shatter* was created on a v. expensive Apple MacIntosh computer. But just look at what you can do with your Spectrum and a Graf Pad from British Micro! Konan the Barbeque was created by ace artist **Ian Ellery** using his trusty Spectrum, a Graf Pad and a lot of talent. We transferred Ian's screens to paper thanks to our mates at Dimension Graphics, the screen dump specialists. This is the first of many Foul-Ups from Ian. We hope you like them!

# NEWS

## WIZARD

■ Ariolasoft has released **Wizard**, a 100 screen adventure from Progressive Peripherals and Software, on the Commodore 64 (£9.95 cassette and £12.95 disk) and the Spectrum (£7.95).

The Amstrad version will follow shortly and cost £8.95 for cassette. The disk price has yet to be fixed.

■ **Arnhem**, the tactical wargame simulating the Second World War operation to capture vital bridges behind enemy lines, has been released by CCS for the Amstrad, price £9.95.

## A VIEW TO A KILL

■ **A View To A Kill**, Domark's arcade adventure, based on the latest James Bond film, is now available on Amstrad. It will cost £10.99 on cassette and £12.99 for the disk.

Programmed by Software Technicians, the Amstrad version of *A View To A Kill* will consist of the same games as the other programs, although they will be in a different order: The Silicon Mine, The City Hall Fire and, finally, The Paris Chase.

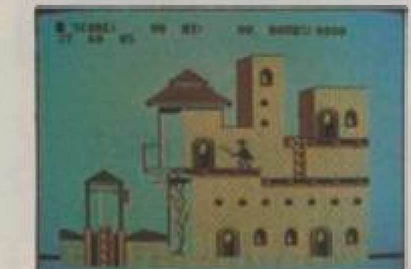
The first two have a points accumulation system, thus providing an incentive to players to finish each game.

■ Avast there, me hearties, it's treasure time. *Many* moons ago the cursed pirate ship Amovak sank while carrying **The Devil's Crown**.

Now after years of research the ship has been located. Your task is to find the seven jewels of the crown which have been scattered throughout the ship and replace them in the golden crown.

But the crown is cursed and protected by pirate ghosts, creatures.

The Devil's Crown from Probe is for the Amstrad CPC 464 and 664, £7.99 cassette and £12.99 (disc).



■ Swashbuckling hero, Zorro leaps onto the screen of your C64 this month in a superb new game from Datasoft. Written by the same team who brought you the original marshal arts classic, Zorro is a fun arcade adventure with lots of puzzles to solve during a quest to rescue a captured senorita!

Also from Datasoft is *Goonies* — a great spin-off from the soon-to-be-released Spielberg movie of the same name. We've briefly played the game here at *C&VG* and we can reveal that it had us hooked instantly! The game faithfully follows the plot of the film with eight fun packed platform style screens. Game play is so complex that you need a hint sheet to help you solve each screen!

The game also features a unique control system. You can control any one of the two characters on screen at any time simply by pressing the fire button. In two player mode you each get a character to control.

*Goonies* will be available for the 64, Spectrum, Amstrad and Atari fairly soon. Watch out for the film and the game.

And watch out for our great ZORRO competition next issue!

■ Delta 4's adventure **Bored of the Rings**, a parody of JRR Tolkien's classic, Lord of the Rings, is being re-launched by SilverSoft.

It will be an expanded version of the original and feature new locations and graphic scenes.

The game will initially be available for the Spectrum and BBC computers, with further versions soon to follow for the Amstrad and Sinclair QL.

Launch date for the new **Bored of the Rings** is set for September 16th, with a recommended retail price of £7.95.

■ Chess game **White Knight Mk12** is now available on disc for the BBC Model B, price £18.95.

White Knight's features include save game, tournament problem modes, colour and sound options, elapsed-time clocks.

■ Beyond has become the first UK software house to license its games in the US market — and on its own terms.

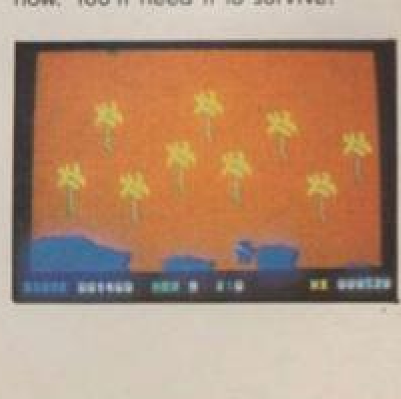
The deal has been struck with Mindscapes, the software division of US publishers SFN Companies. Mindscapes entered the US market at the recent Consumer Electronics Show in Chicago.

The three games involved are: **Lords of Midnight, Shadowfire** and **Quake Minus One**.

Beyond's brand identity will be preserved under the deal. The company's logo will have equal prominence with that of Mindscapes.

■ What new arcade war game makes *Beach Head* look like a Sunday school outing? Well, it's based on a current arcade classic called Commando. It's for the Commodore 64 — and it comes from Alligata, the people who sent one *C&VG* reader to Hollywood! The game is called *Who Dares Wins*, or *Death and Glory*.

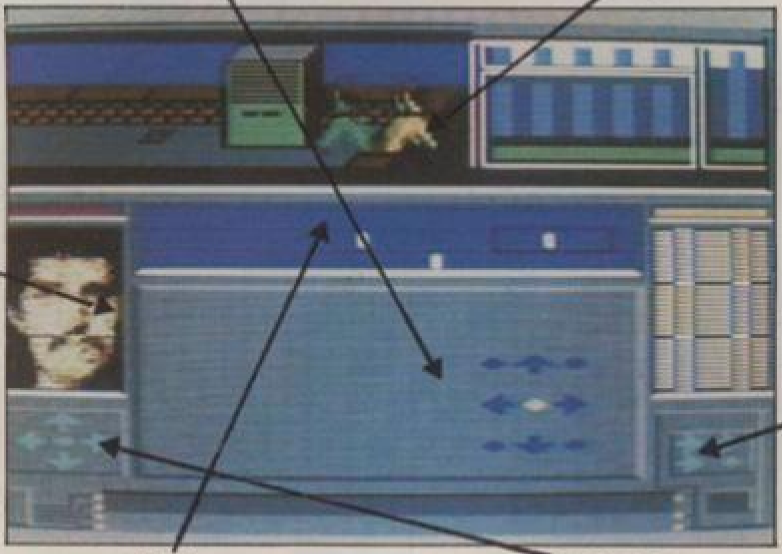
Alligata aren't quite sure yet. What you have to do is pretty simple. You must guide your SAS man through a deadly battlefield, fighting off enemy troops and rescuing captured friendly soldiers. You are armed with a machine gun and grenades which you have to replenish by raiding enemy ammo dumps as you go. It's just like an assault course on screen — NEVER stand still or you'll be taken out by the crack enemy divisions! Lots of surprises and lots of addictive action. Our advice is to get into training now. You'll need it to survive!



# ACE REPORTER MISSING!

**CENTRAL PANEL**
The function of this area is to make the game user friendly and to provide "adventure interaction".

**MAIN DISPLAY**
The display tracks you as you move about the complex or automatically views.



**FACE DISPLAY**
When people are on the main display, their faces will be shown here. If there are more than two people, they will be shown in turn.

**TEXT DISPLAY**
All speech you hear is scrolled up into the text window whether or not it is directed at you.

**DATA RECORDER**
There will be a way of reviewing the text, with arrows lighting up to show fast forward, play etc.

**SCAN**
People and doors will be shown for four screens in front of you and the levels above and below you. People: white. Doors, lifts: grey

**LOCATOR**
Co-ordinates are placed in the locator by your friends. The arrows will light up to indicate the general direction of either a person or place.

**DATELINE: Columbia**
**From Our Special Correspondent**

■ The Daily Planet's top reporter, Jim Hopper, is still missing. Hopper disappeared while on a special assignment in Columbia. He is thought to have been investigating a drugs racket . . .

That story sends you off on a dangerous mission to infiltrate a drugs factory in Columbia, locate your friend and enlist the help of an underground organisation called Nexus — which is dedicated to destroying the drugs racket.

With their help you just might get your friend out — and get a good story for your newspaper at the same time!

So starts the latest game from Beyond Software called **Nexus**.

The game was created by a new software development house called — you guessed it — Nexus! This new company is headed by Paul Voysey and Tayo Olowu authors of *Psytron* and *Psi-Warrior*.

The game is a kind of hybrid mixture between *Shadowfire* and *Exploding Fist* — if you can imagine that. It represents a real leap forward for graphic adventure games. Our screen shot explains more than words can here!

The objective of the game is to gather evidence of the activities at the drugs factory and to get the evidence back to your editor.

To help your mission, you have an audio recorder which records spoken information and a camera for photographing documents, drug stores and suspicious characters. You can use your recorder to transmit messages back to your boss.

But the recorder has a limited memory capability. To maximise the value of each of your transmissions (communications rooms are well guarded), you must estimate the worth of each piece and erase those you feel are least important.

You won't be able to infiltrate any of the more secure areas without the help of Nexus. So you need to quickly discover a member of this underground organisation and enlist their aid.

You start the game with only run, walk and punch options open to you. To obtain greater capabilities, key members of Nexus must be located, each of whom may have one or more specialties. Such as explosives, knife throwing, firearms, gymnastics, unarmed combat, lock picking, forging.

After finding someone who is prepared to teach you their skill, you will follow them to a "training" room, or arrange a rendezvous.

In the "training" room the joystick controls for particular skills will be explained to you and you can do exercises to familiarise yourself with their operation.

A rendezvous may be broken by unforseen circumstances (eg guards detaining your teacher) or through sheer unreliability of that particular character.

At any time you may obtain a code which contains a check on your name, the capabilities you have amassed, who your friends are and also in broad terms how alert the guards are to your presence. This code allows you to restart a game with the skills and friends you have earned.

The game will end if Nexus consider you a threat to their organisation because of the number of times you have been caught and interrogated.

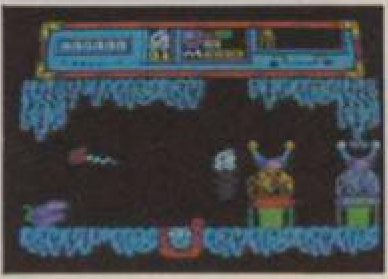
The game includes some innovative and exciting features — like the digitised video images of the "faces" you meet while exploring the eight levels of the factory complex.

The animation of the central character was also created using the digitised video technique. The programmers spent ages walking and jumping about in front of a video camera so they could transform their movements accurately into computer graphics.

The text displays which appear during the game do away with the need for a massive instruction book — and in turn this makes the game a lot easier to get into. You can simply sit down and play.

We've seen a demo version of this exciting new game — and can confidently predict that you're going to love it. *Nexus* will be available for the Commodore 64 and Spectrum in October, priced at a very reasonable £9.95.

■ Here is a screen shot from Steven *"Wizard's Lair"* Crow's latest game soon to be released for the Spectrum, C64 and Amstrad by Bubblebus priced at £7.95. Called *Star Quake*, the game features a bio-robot. 450 different locations and a doomed planet. Review next issue!



■ Hewson Consultants is celebrating its fifth successful year in the games software business with an impressive and balanced range of releases due for the autumn.

A first offering will be the Amstrad conversion of Dragontorc, 1985's chart topping Spectrum hit.

To complement this conversion the company is releasing Southern Belle for the Spectrum, the first authentic steam engine simulator.

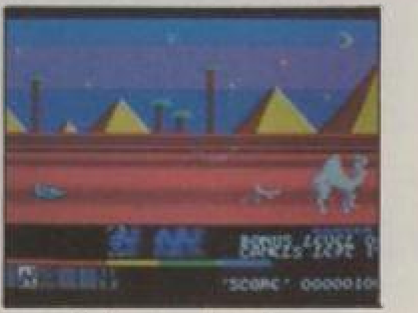
**Paradroid** for the Commodore 64, the successor to **Gribbly's Day Out,** appeared in early September, and is followed by an original Amstrad arcade adventure and **Astro-Clone**, the Spectrum successor to **Dragontorc**.

Two more Spectrum titles and an Amstrad conversion are due out later in October to complete the most ambitious launch schedule in the company's history.

## HOT GOSSIP

■ WOW,wow,wow,wow,wow,wow, wow,wow,wow,wow,wow,wow. "Yaa-hoooooo you're all clear kid . . ."

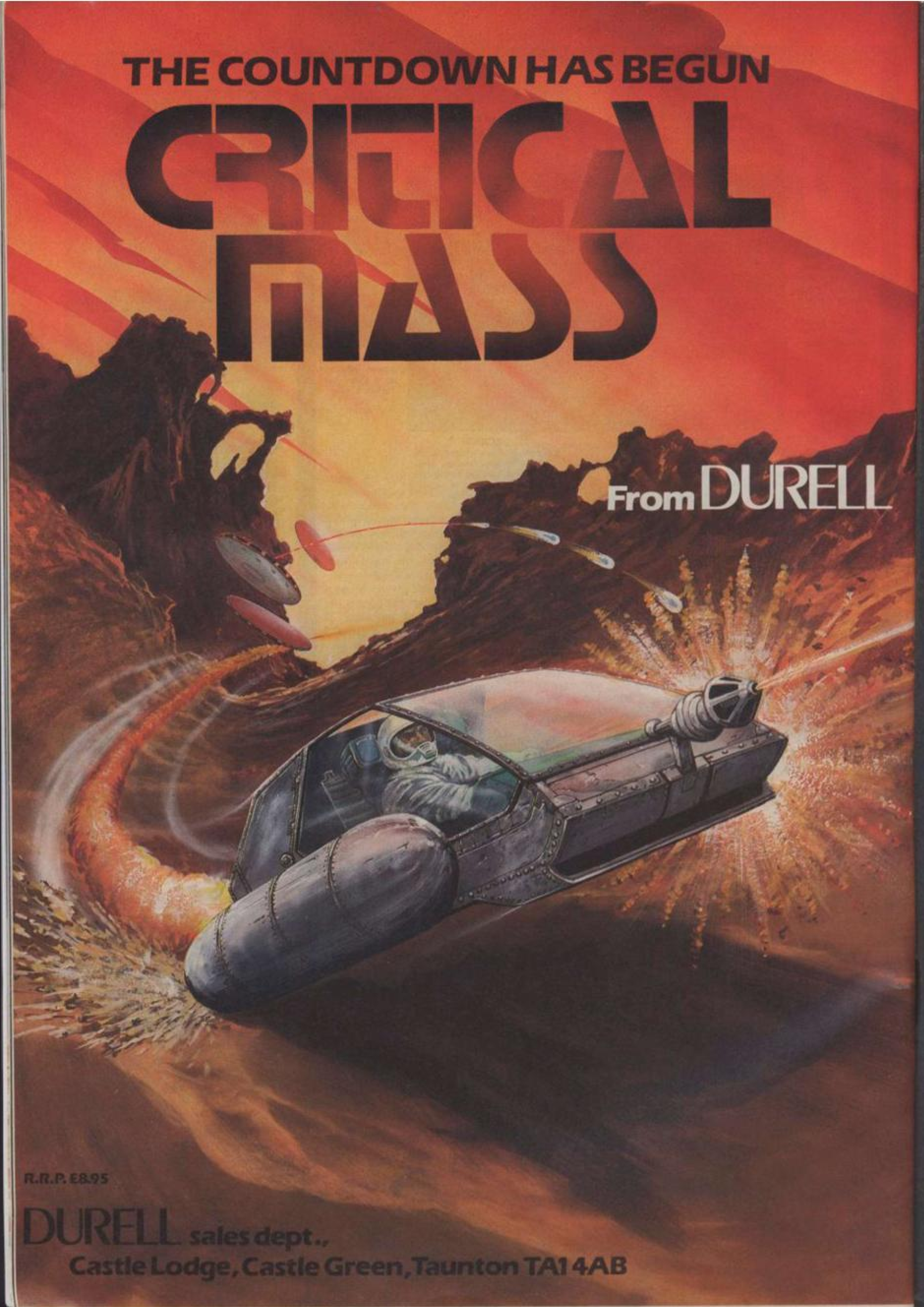
It's Zappa-rooooony time with **Jeff Minter**'s latest game called *Batalyx*. It will knock your socks off with its sheer



mega-funky urge to surge.

I have completely flipped over this game, it is a landmark in my game playing career and I will tell you why . . .

continued page 13 ▶


THE COUNTDOWN HAS BEGUN
CRITICAL MASS
From DURELL

R.R.P. £8.95

DURELL sales dept.,
Castle Lodge, Castle Green, Taunton TA1 4AB

# INTERNATIONAL KARATE

**..And you thought you'd seen a Karate game**

As you know, like the Martial Arts, Perfection is the only accepted standard, so play nothing until you play — SYSTEM 3's — INTERNATIONAL KARATE

**For the Spectrum, C.64, Amstrad and all 48k Ataris at ONLY**

**£6.50**

SYSTEM 3 SOFTWARE. SOUTHBANK HOUSE, BLACK PRINCE ROAD. LONDON SE1 TEL: 01-735 8171. Ex. 68

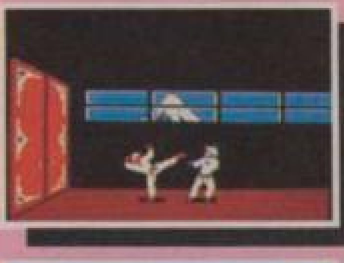
# 3 NEW COMMODORE 64 CASSETTES OUT NOW FROM ARIOLASOFT ▶ ▶ ▶

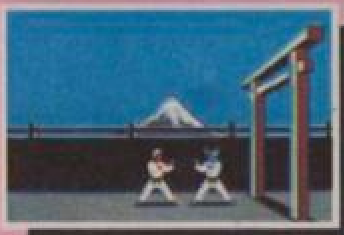
## ▶ KARATEKA

A Karateka is one trained in the Way of Karate, the centuries old martial art of Japan. In this classic story of one man's battle against insurmountable odds, your mission is to rescue a beautiful princess from a dungeon deep inside the palace of the evil warlord Akuma.

Brøderbund have created an arcade action game as close to an interactive movie as computer game players are likely to see. Extremely large and realistically animated figures come alive against beautifully detailed scrolling backgrounds. You are in full control of the hero's every movement. Walking, running, bowing and all fighting movements including the strategic timing and placement of kicks, thrusts, jabs and punches are an integral part of the gameplay.

The story progresses through a series of increasingly more challenging encounters with the enemy, until you finally meet the ultimate opponent. Built-in surprises make trying to rescue the princess difficult and addictive.





Karateka
from Brøderbund
Fast Load Chrome Tape
COMMODORE 64
128 Compatible
The Incredible 3D Karate Program
U.S. No. 1 HIT
US No 1 HIT!!

- ▶ *Suspenseful, move-like story*
- ▶ *Run, Punch & Kick ability*
- ▶ *Smoothly animated characters*
- ▶ *3D scrolling backgrounds*
- ▶ *Realistic Karate fights to the death*

**A FABULOUS 3D MARTIAL ARTS KARATE PROGRAM**

STEALTH™
from Brøderbund
Brøderbund
Fast Load Chrome Tape
COMMODORE 64
128 Compatible
A Stunning Visual Action Program
U.S. CHART HIT
ariolasoft

**A LONE FIGHTER AGAINST DEADLY ALIENS**

## ▶ STEALTH

STEALTH has everything the arcade action player dreams of. You are right at the heart of the action as you pilot a powerful Stealth Starfighter on a mission of utmost importance – to destroy the Dark Tower and with it the Merciless Council of Nine.

The sky is alive with warp-fighters closing in from all directions. The landscape bristles with automated radar towers firing heat-seeking projectiles of doom. Robot-controlled photon tanks . . . high energy laser artillery . . . all of this and more await players of STEALTH.

- ▶ *Stunning 3D effects*
- ▶ *Deadly Enemy Attack Planes*
- ▶ *5 Levels of Skill*
- ▶ *Vicious Heat-Seeking Missiles*
- ▶ *Ominous Dormant/ Active Volcanoes*
- ▶ *Positive/Negative Energy Fields*

the Castles of DOCTOR CREEP™
from Brøderbund
Brøderbund
Fast Load Chrome Tape
COMMODORE 64
128 Compatible
A Chilling Action Strategy Program
U.S. CHART HIT
ariolasoft

**A CHILLING ACTION/STRATEGY PROGRAM**

## ▶ THE CASTLES OF DOCTOR CREEP

Thirteen castles containing over 200 rooms await inspection. You will find each room filled with challenging puzzles and sinister surprises. Force fields, electrostatic generators, death rays and wandering mummies are only a few of the treats in store.

THF CASTLES OF DOCTOR CREEP is a very challenging arcade strategy game, full of surprises and the Doctor's rather weird sense of humour. There's no turning back on a tour of the good Doctor's home. You will want to keep coming back for more of the Creepy hospitality.

- ▶ *2 Player interactive action*
- ▶ *13 Separate Castles*
- ▶ *Over 200 Rooms*
- ▶ *Mummies and Frankensteins*
- ▶ *Deadly Lightning Machines and Trapdoors*
- ▶ *Perilous Moving Ray Gun*
- ▶ *1 or 2 Players.*

***Available from all good software retailers –*** if its not there, please order it – or in case of difficulty send your crossed cheque/P.O. made out to ***Ariolasoft U.K. Ltd.,*** including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, Asphalte House, Palace Street, London SW1E 5HS.

▶ ***KARATEKA*** ▶ ***STEALTH*** ▶ ***CASTLES OF DOCTOR CREEP*** – Commodore 64 cassettes – ***£9·95*** each.

*(Please allow 28 days from release for delivery)*

ariolasoft
HIGH PERFORMANCE PROGRAMS

◀ continued from page 9

# HOT GOSSIP

To date, Jeff Minter has had a string of hit games to his credit. His early games were classics — items like *Gridrunner*, *Matrix* and *Lazerzone*. Then came *Revenge of the Mutant Camels* and from here in the games got freakier.

Technically the coding was superb and the design exemplary BUT the games as a whole got very ESOTERIC. The Minter fans loved them but the general public shyed away.

Jeff Minter has now gone back to his roots and *Batalyx* is a combination of all the skills he has learnt along the way.

The theme of *Batalyx* is that an attack is taking place on the planet Zzyax Prime and you get to perform on different parts of the mission. There are five games and a pause mode which is actually a version of *Psychedelia*.

You can play the games in any order and at any time, even cutting between games in mid-battles — the machine remembers where you left off.

The player has no lives and you must try to complete all the sections of the game before a master timer runs out.

At the time of review only five of the six game parts had been finished, the offending stage being an asteroid derivative where the player uses bullets as reaction mass to move a ship.

You must zoom your small manoeuvrable fighter across the planet surface zapping the robot camels. An amazing amount has been learnt since *Psychedelia* was written and boy does it show in the use of colour in *Batalyx*. The AMC stage has superb Buck Rogers-type scrolling and a stunningly coloured backdrop of pyramids and planets to fly against as you take the camels on.

There are nine warps to get through, each warp having more camels who spit those dreaded bonios at you. The waves are not structured — you can warp from one stage to another simply by accelerating continuously to warp speed (the warp sequence is incredible, making the original AMC warp look like Noddy in comparison). There are also ways to score big bonus points but you will have to discover them . . .

The next stage is The Activation of Iridis Base. This is a reaction type game where you must push the joystick in a direction shown to you by a small indicator on screen. As you move, a trail of spheroids fall out behind you. If you do the sequence correctly, you get points — if you do it wrong, you lose a spheroid (there being seven). If you complete the sequence without error, you get a 106,000 point bonus. Visually this is very strong, and again colour is used to maximum effect.

Cippy on the Run is one of my favourites. Here the little *Ancipital* creature runs along a grey corridor. He can walk on the floor or ceiling and jump between them. The aim is to change the colours of the floor and ceiling by walking on them.

You have a scanner to help you and spheroids appear to uncolour the parts you colour. They do this by bouncing from surface to surface. You are constantly firing bullets which destroy the spheres temporarily. Every two levels there are bonus phases.

Stage five is called Synchro 2 and is a follow-on from a game Jeff Minter put up on Compunet. In this game you must try to match the speed of tiles on the screen with the speed of spheres which move at random around the screen. When both are moving at the correct speed, the sphere stands still and a bonus is given for time left on a timer.

Go out and buy this game — *Batalyx* and Commodore 64s were made for each other.

Welcome back to the fold, Jeff Minter.

## RAMBO II

■ Movie hit **Rambo-First Blood** is now a computer game from Ocean.

*Rambo*, played by Sylvester Stallone, is a Vietnam veteran who returns to the south-east Asian jungles to free American prisoners of war. He is described as a "mean killing machine."

The film has been criticised for its excessive violence but this does not worry Ocean director **Jon Woods** who negotiated the *Rambo* deal.

He says: "The story-line provides enormous scope for computer graphic scenarios — scenes like the slime pit when Rambo dangles over a mud pit will make a superb arcade sequence.

"We are not worried about the publicity surrounding the launch of the film in the UK. Games of this kind are a fantasy addictive and entertaining — but still only a fantasy."

*Rambo* will sell for £7.95 on the Spectrum and £8.95 on the Commodore and Amstrad.

## MACADAM BUMPER

■ It's your chance to be a pinball wizard with **Macadam Bumper**, a new release from PSS for the Spectrum and Amstrad (£7.95).

Macadam Bumper, originally from the French software house, Ere Informatique, allows you to design your own pinball table.

And to tie in with the game's release, PSS is running a competition for the best pinball table design.

The winner will receive his or her very own pinball machine together with a gold cassette containing the winning design.

■ Former Olympic shot putter, World Strongman and Highland Games champion, **Geoff Capes**, is assisting Martech in the development of a new game based on his exploits.

Unlike many previous sporting simulations, the game will not be dominated by "joystick bashing".

Players will need to adopt a strategic approach to bring Geoff to the peak of physical fitness for each of the demanding events, then once an event is underway, timing and quick reactions will be needed for success.

## CORRECTION

■ **Chop Suey**, English Software's martial arts game for the Atari, sells on cassette for £8.95 not £12.95 as was printed in the September issue of C+VG.

■ Tea for two with **Super Gran** at London's world-famous Ritz Hotel.

That was the treat for 16-year-old **Nick Withey** as winner of *Computer + Video Games* Super Gran competition run in conjunction with Tynesoft.

Nick, of Whittington Road, Westlea, Swindon, chatted with television's most popular superheroine — played by actress Gudran Ure — over tea, sandwiches, scones and cakes — about her exciting adventures.

# NEWS

**● I hear Gary Liddon, an ex-employee of Domark, put a little message into the disk version of *A View To A Kill* from Domark Software.**

**This chap said hello and various other bits of drivel in a scrolling message. When I asked Dominic Wheatley if he knew about this message, he said: "Gary Liddon would have been sacked if we still employed him! It was a very silly thing to do. Mind you he did play around like a kid in our offices."**

**So what did Gary Liddon do at Domark?**

**Dominic Wheatley tells me: "In the main, he did odd chores in the office and some filing. He also made tea for everyone."**

**Seems about right . . .**

**● Isn't that music on *Hyper Olympics* (C64) from Ocean amazing? I can reveal that it was written by the nephew of a famous flautist. James Galway's nephew works for Ocean and writes the music for their games.**

**● For all you *Thing On A Spring* fans there is a cheat mode. If you hold down the letters THING and INSTDEL and left arrow (top left hand corner) all at the same time you become invincible!**

# Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

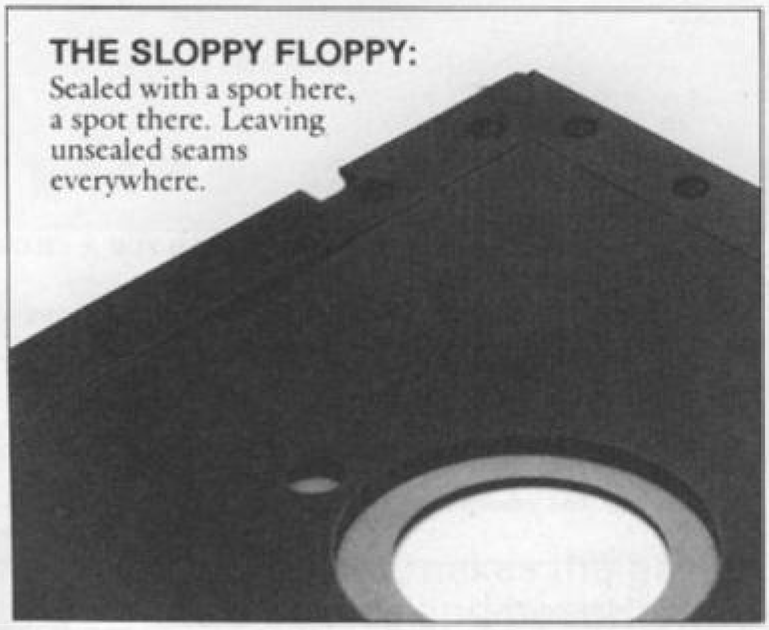
Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

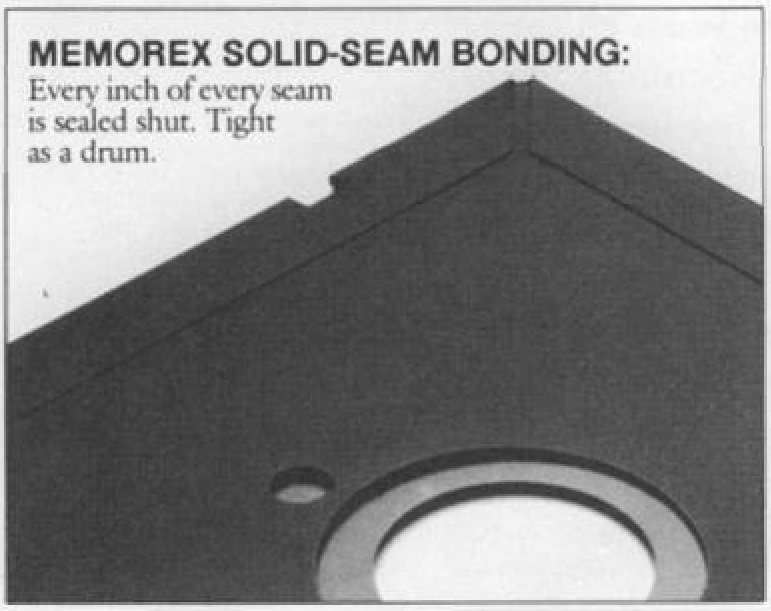


**THE SLOPPY FLOPPY:**
Sealed with a spot here, a spot there. Leaving unsealed seams everywhere.

Memorex uses a process we developed, called Solid-Seam Bonding.

Solid-Seam Bonding seals shut every inch of every seam of every Memorex® floppy disc. Tight as a drum. That makes the Memorex floppy stiffer. Stronger. And your data safer.

To resist bulging, warping, puckering, or opening up.



**MEMOREX SOLID-SEAM BONDING:**
Every inch of every seam is sealed shut. Tight as a drum.

To resist all the things that can jam your drive, ruin your drive head, or lose your data.

Which proves that a Memorex floppy disc isn't equal to all the others. It's better.

Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8," 5¼" or the new 3½." Extra care that lets us guarantee every Memorex disc to be 100% error-free.

The next time you're buying a floppy disc—or a few hundred of them—just remember this:

It's always better to be safe than sloppy.

For more information on the full line of Memorex quality computer media products, including computer tape, call Memorex U.K. Ltd.,
96-104 Church Street,
Staines, Middlesex.
Tel: 0784 51488

MEMOREX
MEMOREX
MEMOREX

Your Data. When it matters, make it Memorex.™

**MEMOREX**

Memorex is a registered trademark of Memorex Corporation.
©1984 Memorex Corporation

## C+VG COMPETITION

# THE GREAT M.U.D. CHALLENGE!

**Are you a champion adventurer? Could you brave the dangers of the amazing Multi-User Dungeon and come up with a sack full of treasures? Are you up to The Great M.U.D. Challenge?**

## What Is M.U.D.?

M.U.D. or Multi-User Dungeon is a unique interactive adventure game which can be played by several people at once using modem links to a special central computer. The game was created by computer buffs at Essex University and has since gathered a huge cult following. British Telecom have decided to let more of you in on the act and make M.U.D. available to everyone with a modem! Unlike normal computer adventures you actually play the game with other REAL characters who are as unpredictable and frustrating as real people — which is probably because they *are* real people! If you fancy your chances in the world of M.U.D., enter the C+VG challenge today!

## The Challenge

Here at *Computer + Video Games* we're looking for one of our readers who is tough enough, brave enough and quick thinking enough to represent *C+VG* at The First M.U.D. Spectacular due to be held at the London Dungeon in November.

Ten other computer mags will be choosing their champ — but we're sure that *C+VG's* adventure ace will be the one to defeat the best of the rest. So you've got to be good!

The *C+VG* champ will win a special M.U.D. pack, worth £20, which contains a map, a security card and full instructions on how to play this unique interactive adventure game.

The champ will also get free on-line tuition from an Arch-Wizard on the intricacies of playing M.U.D.

Suitably trained, the various champs will then enjoy an all expenses paid trip to the London Dungeon for the M.U.D. Spectacular.

The overall first prize will be 1000 M.U.D. credits — approximately 100 hours playing time — plus £100 in crisp banknotes! Second and third place winners will also get credits. And the winning magazine will get the first ever full colour map of the entire land of M.U.D. to publish in the New Year.

Great prizes and a great competition! But what do we want you to do? Read on, oh wise ones . . .

The thing about interactive adventures — like M.U.D. — is that you can invent an entirely different character for yourself. If you're a seven stone weakling you can suddenly become a muscle-bound barbarian in seconds — and without having to pump iron for months and months!

So that's what we want you to do — create your own character. If you are familiar with role playing games like *Dungeons and Dragons* or the Fighting Fantasy novels, then you'll be familiar with the routine. However we're dispensing with all that dice throwing business and giving you 20 *C+VG* Dungeon Points to play with.

You have to decide how you want to split these points up when you come to fill in your C+VG Character Coupon on this page. We'll give you a free hand when it comes to choosing a weapon for your character — but he, she or it is only allowed ONE bit of hardware.

For example — if you wanted your character to have amazing magical powers, you'd give him, say, 10 points under the magical ability, but that would mean you'd have to make him a seven stone weakling or a bit stupid!

Then again you might want to make him, her or it extremely strong — but that would leave you fewer points to play with in the intelligence department. So think carefully before you start throwing those points around. Give your character a good name too — the more original, the better.

You might like to draw your character for us too if you're a dab hand with pencils or brushes. Once you've filled in the coupon, cut it out and send it to Computer + Video Games, The Great M.U.D. Challenge, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The winner will get the special M.U.D. pack and 25 runners up will get Firebird games for their computers plus a *C+VG* t-shirt. Entries must reach us no later than October 16th. Normal *C+VG* competition rules apply and employees of BTE/MUSE are not permitted to enter.

## The Bad News

To enter The Great M.U.D. Challenge, you must already own a modem and the correct terminal software for your particular computer. We're afraid there's no point in entering unless you have the right hardware — unless you REALLY want to that is.

**THE GREAT M.U.D. CHALLENGE/C+VG's SEARCH FOR A CHAMPION**

Use your 20 *C+VG* Dungeon points carefully — and don't exceed your quota. We'll be counting!!

Name of character..........

Character type (Wizard/Warrior/Mystic etc)..........

Weapon (just one remember!)..........

Strength points..........

Magical ability points..........

Intelligence points..........

Language points..........

Fighting skill points..........

'TOTAL 20'

Tie-breaker:
Name the inventor of *Dungeons and Dragons*..........

Name..........

Address..........

..........

Computer owned.......... Age..........

Tel. No..........

WATCH OUT!
IT'S

DYNAMITE DAN

94%
Crash
Smash

"What makes the game is the graphics – large, witty, bizarre and beautifully animated . . . each screen has something remarkable, and horribly difficult puzzles . . . Dynamite Dan is not just another Miner surrogate and is at least as essential to your collection."

**Popular Computing Weekly.**

48K Spectrum/Spectrum + £6.95

Coming soon on Amstrad and Commodore 64

Popular
Computing
Weekly
Pick of the
Week

MIRRORSOFT

Maxwell House, Worship Street, London EC2A 2EN. Tel 01-377 4600
Trade orders to: Purnell Book Centre, Paulton, Bristol BS18 5LQ. Tel 0761 413301

# KEY

**GRAPHICS**
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

**SOUND**
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The *C+VG* review team don't play games with their ears blocked up you know!

**VALUE**
Is the game really worth all those pennies? Will the novelty last? Is it worth going without *C+VG* for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

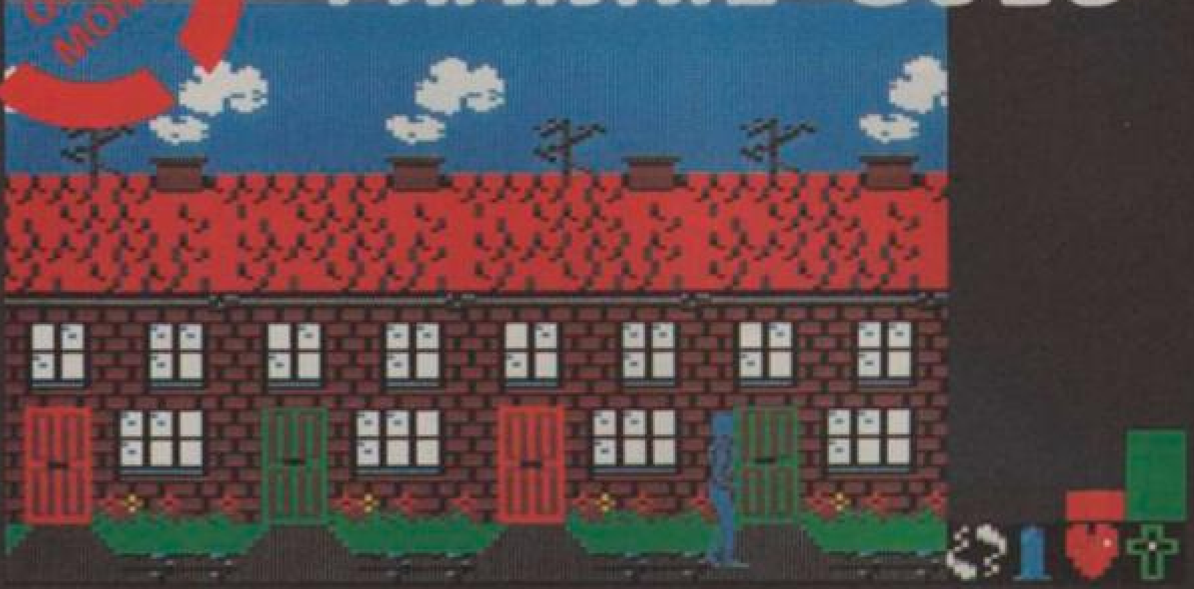
**PLAYABILITY**
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ GAME

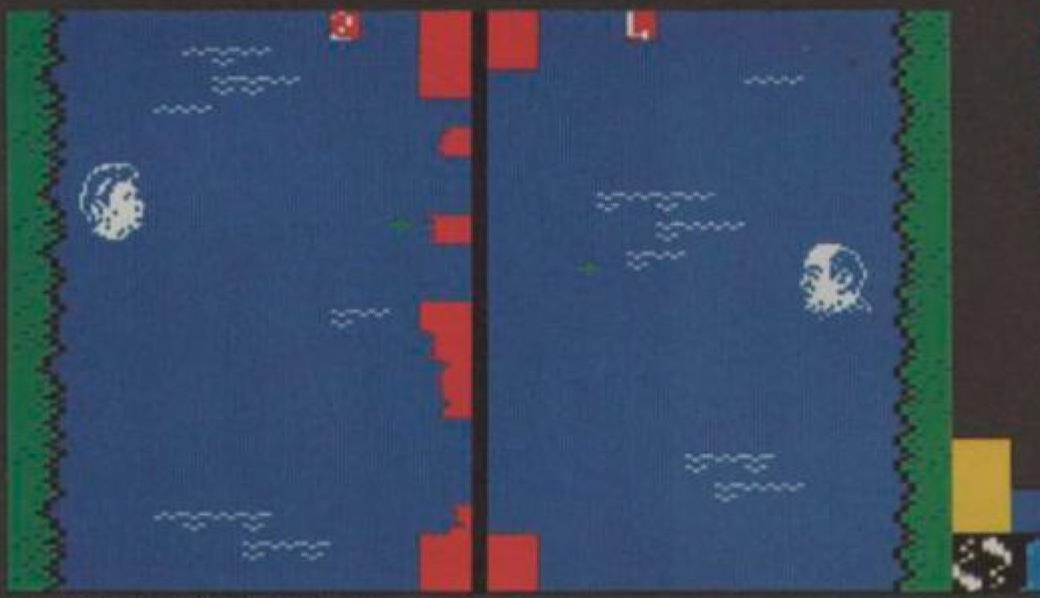
**BLITZ GAME**
*C+VG's* way of telling you that the game must not be missed!

GAME OF THE MONTH

# FRANKIE GOES TO

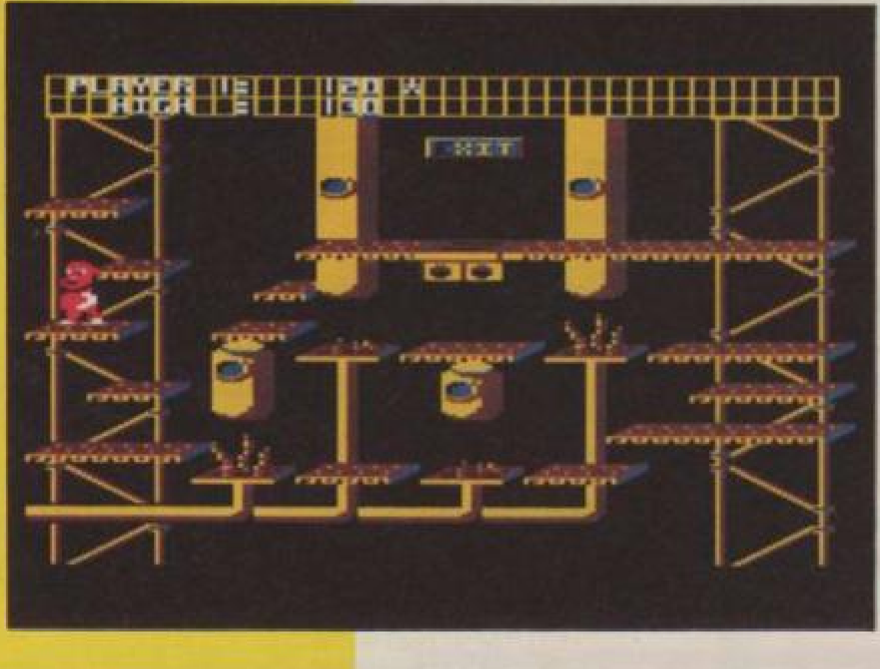


Frankie makes you feel so at home.



Fancy fighting it out with Ronnie Reagan?

Put your feet up a[illegible] relax wit Frankie!



## BEER BELLY BERT'S BREW BIZ

**Machine: CBM 64 Supplier: US Gold Price: £9.95**

Beer Belly Bert has been caught on the hop. His brewing business is going to pot — and that's not a reference to Bert's pot-belly.

On top of that, Bert's partner, Clyde, has hired hundreds of gunmen to shoot him on sight. But Bert can shoot back and leap over speeding bullets. That leads to another dose of platform pandemonium as Bert battles bravely through the 32 screens of his Brew Biz — covering shipping, production and quality control.

The aim of the game is to move Bert through all the screens as fast as possible and collect the maximum number of points.

On the way, he must collect various keys to allow him access to the next screen. Besides avoiding the gunmen, Bert must ride wagons, avoid spark generators, use air vents, escalators and lifts.

Lovers of platform games should be able to work up a thirst over his frantic antics.

| | | | |
|---|---|---|---|
| ● Graphics | 7 | ● Value | 7 |
| ● Sound | 7 | ● Playability | 8 |

● STARTS HERE ▶

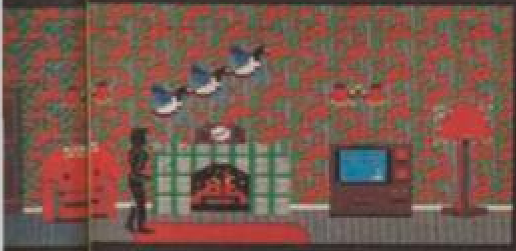
# O HOLLYWOOD

**●Machine:** CBM 64
**●Supplier:** Ocean
**●Price:** £9.95

*Frankie Goes to Hollywood* the game has finally arrived in the shops and, like everything linked with the group, seems set to race to the top of the charts.

*FGTH* is an arcade adventure game in which the adventure element is the most dominant, though the graphics are of the excellent quality we have come to expect from Ocean.

The challenge that has been set you in the game is to become a "real person". You must progress through the game exploring and discovering to increase your personality rating — at 99% you have completed the game and attained personal perfection.



up and lax with

Objects like power pills, videos, security passes and floppy discs must be collected and used to their best advantage in the game. There are 60 different tasks to be completed ranging from the relatively simple to extremely involved and complicated tests. Once these have been completed you must then go in search of the Door to the Ultimate Experience — the Pleasure Dome.

You can carry up to eight objects at the same time and can check your inventory by pushing your joystick downwards. If you want to use any of the items in the inventory, you just have to move the cursor icon to point at it, and then just press the fire button.

One of the most important mysteries that you must solve during the game is a murder. Once you have found the body, you must progress through the game and collect the 23 clues which will point to the identity of the killer.

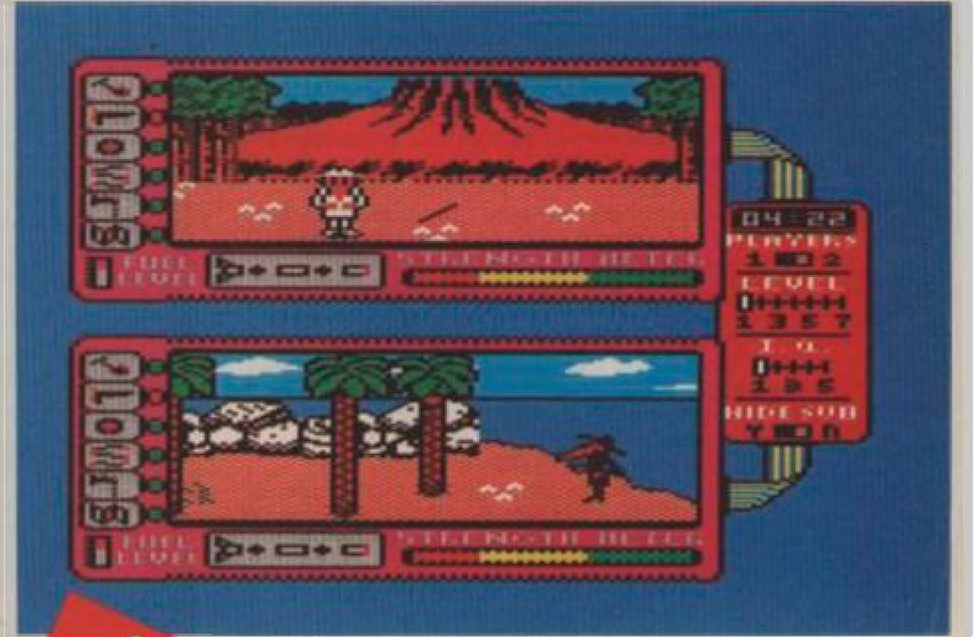
The game also includes ten screens of original arcade sequences which are hidden throughout the game. They include the War Room, Raid over Merseyside and Cybernetic Breakout, each of which are similar to the arcade sections in some of Mikro-Gen's more recent programs.

The icon-driven displays, the fantastic backing music, the depth of play and the stunningly lifelike graphics all add up to what must be Ocean's best game for the CBM 64 to date.

Even if you hated all of *Frankie's* records, you'll love this game.

Bound to be one of the all time classics on the CBM 64.

| | |
|---|---|
| ● **Graphics** | 9 |
| ● **Sound** | 9 |
| ● **Value** | 10 |
| ● **Playability** | 9 |



BLITZ GAME

# SPY vs SPY — THE ISLAND CAPER

**●Machine:** CBM 64 **●Supplier:** Beyond **●Price:** £9.95

Those MADcap spies are back again with their cut-throat tactics in *Spy vs Spy — The Island Caper* and look destined to repeat the success of *Spy vs Spy*.

The game is set on the deserted tropical paradise of Spy Island. A top secret XJ4½ missile has crash landed.

You must find the three parts of the missile, re-build it, and then escape from the island by submarine.

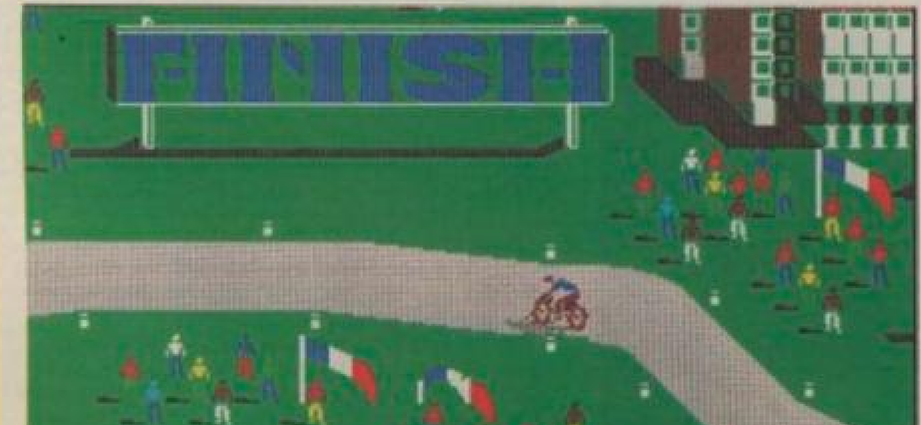
The mission is hampered by the rival spy and the fact that the island is dominated by an active volcano which is about to erupt.

As with the original *Spy vs Spy* game, the Black and White spies are constantly at each other's throats. With bombs and booby traps, they cause each other untold grief.

The game again features "Simulvision", a split screen display showing the activities of each of the spies. Occasionally they move onto the same part of the island and then a punch-up usually starts.

The cartoon graphics are every bit as good as on *Spy vs Spy* and, with seven levels of action, you'll find it a real challenge.

| | | | |
|---|---|---|---|
| ● **Graphics** | 9 | ● **Value** | 8 |
| ● **Sound** | 8 | ● **Playability** | 9 |



# TOUR DE FRANCE

**●Machine:** CBM 64 **●Supplier:** Activision
**●Price:** £9.95

Activision's record with successful sports simulations is impressive — *Decathlon, Tennis* and now *Tour de France*.

And what a tour de force it is!

Graphics, animation and attention to race details are fantastically realistic. Even road signs and cheering spectators are included in this pain-stakingly accurate sports simulation.

You can begin the game by either choosing a practice circuit or a competition option. In the competition option at least two players must take part and you may choose to complete one étape — a single stage in the Tour de France — or race the entire circuit across France.

After having chosen the circuit that you wish to race, you must then choose from the range of

● CONTINUES ON PAGE 20 ▶

▶ TOUR DE FRANCE CONTINUED

different bikes and coloured strips that you will wear during the race. Each individual bike has its own qualities and weaknesses — so choosing carefully is important.

In the great tradition of games like *Decathlon* the forward movement of the bike is created by you moving the joystick from side to side with increasing speed. You can steer the bike using the fire button and change gear and brake by either pushing the joystick forwards or backwards.

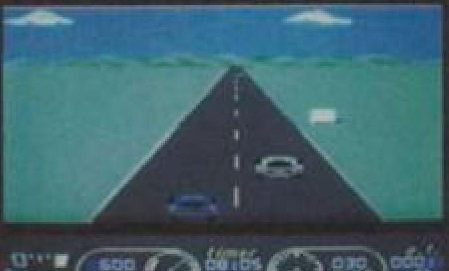
Getting into the game is relatively simple once you have completed the preliminary questions and options that every Activision game seems to contain. Controlling the bike is not that difficult — unless you want to go fast round a corner or are trying to change gear cycling up a steep hill.

Once you have mastered the basics of good computer cycling, *Tour de France* becomes an exciting and enthralling game to play with a friend or group of friends. I imagine it would lose some of its magic if it was used only as a single player game, though.

*Tour de France* is a slick and very professional sports simulation and deserves to grace the software collection of any sports enthusiast.

**● Graphics** 9 **● Value** 9
**● Sound** 8 **● Playability** 8

# ROAD RACE



**Machine:** CBM64
**Supplier:** Activision **Price:** £9.99

Ever seen the American movie called *The Cannonball Run*? It's packed full of stars, car chases and mega-accidents. Well, *The Great American Cross Country Road Race* is a bit like that!

The aim of the game is to race across America — travelling from city to city — avoiding police speed traps, dealing with nasty weather conditions, making regular fuel stops AND beating the clock at the same time.

The game is a mixture of arcade action and strategy. First you must judge the best route to take between cities — taking into account road conditions etc. by using the map screen. This shows major roads and cities in the USA.

Once you've selected your route, it's out onto the highway where natural hazards may well slow your progress and stop you reaching your goal. Unnatural ones like the high speed cop cars out to book you!

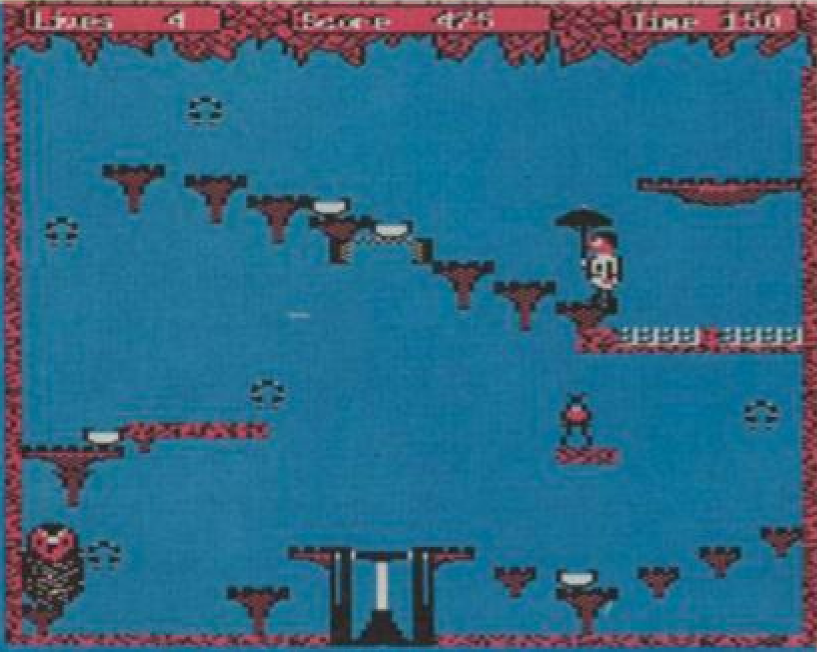
Control of the car comes close to the real thing — you have to watch your revs and change gear smoothly otherwise your engine blows — and it's a long push to the next service station. Yes, you can push by hitting the joystick *Decathlon* fashion but it's not recommended! You probably won't make it to your destination in time.

You are equipped with a fuel gauge, rev counter, milage gauge, clock and the all the important radar warning device.

*Road Race* is an enthralling game.

**● Graphics** 7 **● Sound** 7 **● Value** 7 **● Playability** 8

# BOFFIN



**●Machine:** BBC/Electron **●Supplier:** Addictive Games **●Price:** £9.95

A very strange world awaits the intrepid explorer in *Boffin*, a world in which petri-dishes (petri-dishes?) and tripods must be destroyed, in which unlucky horseshoes must be collected, mysterious owls touched, giant puffer blimps outwitted.

This is a quest not unlike *Knight Lore*, although to my mind *Knight Lore* far exceeds it in quality of graphics, plot and problems to be solved. Here, you must pass through a series of caves by destroying all the horseshoes which are, for reasons best known to themselves, hanging around upside down. Having done that, you must touch the enigmatic resident owl, the guardian of the cave, who then allows you through to the next cave.

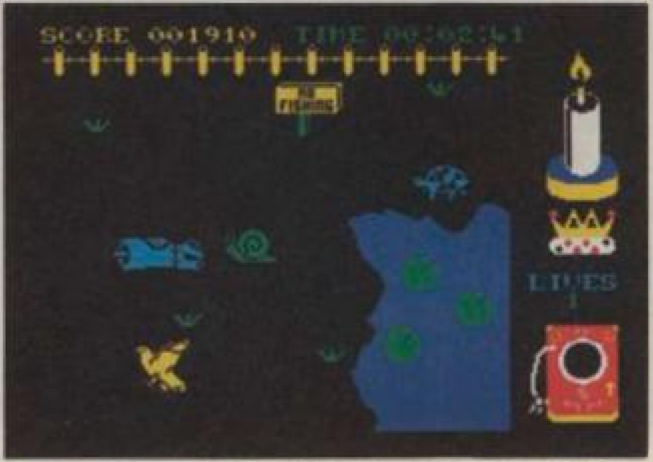
There are actually two games on the cassette. Original *Boffin*, which features 20 caverns and high-resolution graphics, is exclusively for the BBC, while *Boffin 2* on the other side boasts 25 screens, all different from original *Boffin*, and can be run on the Electron as well.

It's difficult to get involved in the game. This kind of quest really demands a properly throught out scenario, along the lines of *Knight Lore*, and a goal to hold it together. It's no longer enough to throw in a few "tasks" (*why* must you collect horseshoes?) and some ill-assorted hazards (why should these caves be full of hydraulic rams?) for no particular reason.

On the whole, there is nothing much to hold your interest.

**● Graphics** 8 **● Sound** 7 **● Value** 6 **● Playability** 7

# TALOS



**Machine:** Spectrum **Supplier:** Silver Soft **Price:** £7.95

With *Talos* you take a crash course in body-building to the theme tune of *"I ain't got no body"*.

Battle robot Talos has been smashed into seven pieces and his metallic remains lie mouldering across the countryside.

But one hand still has some life in it. And that's the starting point for this arcade adventure where your quest is to rebuild Talos and find the Crown of Eternity.

Using the joystick or keyboard, you must control the hand and try and find the remaining six pieces of the battle robot's remains which are scattered across 200 screens.

But he must be reassembled in the correct order. For example, hand, arm, body etc.

To complicate matters, the countryside is full of energy-draining creatures which sap Talos if they touch him. He can fight back by firing force bolts at them.

Some pieces of his body will be located underwater — which presents him with a pretty problem because he can't swim.

In his rambles around the countryside, Talos will also encounter a number of white gates

◀ CONTINUED FROM PAGE 19

● CONTINUES ON PAGE 23 ▶

# Post Haste Software

### *The total postal software service!*

**Post Haste is part of GB Microland, the South of England's unique software shop. Thousands of titles. Lots of experience. But not everyone lives near us. So we created Post Haste Software. To bring the best to your door. With top service. Here's how.**

*There's no "Club" to join and no "subscription" to pay. Not now, not ever. We don't charge admission to our shop. Why should we if you buy by mail?*

*The catalogue is free. Over 100 top programs described. In detail. With pack pictures. And review quotes. Sent regularly. No charge. Our pleasure.*

*The software choice covers five major micros. Not two or three. Five. Amstrad, Atari, BBC, Commodore 64 and Spectrum. No frustration.*

*Postage is free in the UK and Europe. Want it super-fast overseas? Add 75p. For the whole order, not for each program. We hate hidden extras!*

*All software is mailed in special cartons. No padded bags. No used boxes. We don't like getting crushed programs. That's why you won't.*

*All orders are mailed right away. If we're out of stock, we'll tell you. It lets you cancel if you wish. And that keeps us on our toes.*

*Your satisfaction is important. We hope you'll reorder. So we choose programs with care. Just like our retail shop. So customers come back.*

*Order by post or phone. Day or night. Tell us your name, address, what you'd like. Number and expiry date for credit card. Then relax. We're fast.*

*Pay by cheque, bank draft, postal order, Access, Barclaycard, Visa, Mastercard or Eurocard. Any of those will do nicely, thank you.*

### *WANT TO ORDER NOW?<br>CAN'T WAIT FOR THE CATALOGUE?*

You're in good company. Browse through the software shown here. (There's much more in the catalogue which comes with your order). When you've chosen, complete the coupon and mail it. Or call us. There's a 24-hour service. Then relax. The postman will arrive in no time!

## BEACH-HEAD II (Access/US Gold)

As good as you were hoping. Now with the added impact of top-quality synthesised speech. Incredible animation - the screen action takes your computer graphics near to the outer limits!
"Outstanding animation that made me stare in amazement. Must be of the best games to make its way across the Atlantic" - Zzap 64.
"Voice synthesis of the same high quality as Impossible Mission. The game you've been waiting for" - Computer & Video Games.
**£9.95 [C] Commodore 64**
**£12.95 [D] Commodore 64**

## KENNEDY APPROACH (Microprose/US Gold)

An air-traffic control simulation with very impressive speech synthesis from the team that made Impossible Mission speak. Forget other simulations - in this you'll literally talk the planes down. Be warned: it's likely to make your palms sweat!
"An excellent strategy game. You begin to feel some of the power and tension of a real traffic controller" - Your Commodore.
**£9.95 [C] Commodore 64**
**£12.95 [D] Commodore 64**

## DROPZONE (US Gold)

You're on a planet in a space suit that lets you hover or flit back and forth. Surrounded by things which spell death at a touch, you must collect enough spheroids (not easy - other things keep pinching them) to get you to the next screen. Life gets ever more tough!
"The graphics are superb and the play is utterly addictive" - Popular Computing Weekly.
"The combination of fast action, brilliant effects and alien variety make this a masterpiece" - Zzap 64.
**£9.95 [C] Atari   £9.95 [C] Commodore 64**
**£14.95 [D] Atari   £14.95 [D] Commodore 64**

### *ADVENTURES! SPECIAL EXTRA SECTION!*

***There are dozens of adventures in the Post Haste catalogue including nearly every one of the superb Infocom range. And Post Haste carries the full range of Infocom Invisiclues! Answers to those problems that kept you awake! The catalogue lists the range in full!***

## SUMMER GAMES II (Epyx/US Gold)

Another sure-fire smash-hit. How can it fail after the phenomenal success of Summer Games? Amazing animation, eight new events, running medal score, national anthems! And up to 12 can play! A winner!
"What I like is that more skill is required to master it than with other similiar games. It's more than just shaking the living daylights out of the joystick. Summer Games II must now take the gold" - Commodore User.
**£9.95 [C] Commodore 64**
**£12.95 [D] Commodore 64**

### *POST HASTE'S UNIQUE FRUSTRATION CURE!*

How do you feel when a program comes out but not for your computer? You know it will. But it hasn't yet. You feel frustrated. Right? You keep phoning the shops. Have you got so-and-so? They keep saying soon. But when? You want it when it's out. Fast. But it's like you have to check every day to make sure. Frustrating? You bet! So here's our one-stop no-cost answer. Simply order it in advance with cheque or credit card. *Your cheque won't be banked or your credit charge actioned until the program's arrived, packed, and about to be mailed to you.* We get software virtually within hours of release so you could have it days ahead of schedule. Nothing's faster than Post Haste! How's that for a frustration cure?

## FRANK BRUNO'S BOXING (Elite)

An excellent sports simulation, with your choice of eight opponents - nearly all nasty. Clever touch - after each fight, providing you win, you're given a code to load the next bout. Saves you punching through the same fight over and over again. Good thinking!
"The graphics are some of the best around" - Computer & Video Games.
**£8.95 [C] Amstrad   £7.95 [C] Commodore 64**
**£6.95 [C] Spectrum**

## FRANKIE GOES TO HOLLWOOD (Ocean)

Your're in Everydaysville, a boring place until a murder is done! Behind is the Pleasuredome with adventures, games, riddles and paradoxes. To get there, you'll need clues from Everydaysville. Stunning graphics, utterly addictive.
"Quite unique. It impressed me as it has the best of both worlds - action and strategy - and a number of slick touches to keep you on your toes" - Computer & Video Games.
**£9.95 [C] Commodore 64   £9.95 [C] Spectrum**

### *THE POST HASTE CATALOGUE*

It's free! 40 pages crammed with over one hundred program descriptions. Recreation, utility, strategy, adventure, arcade - they're all there! Pictures of the software packs, screen shots, quotes from the reviews, and much more. Programs of every type for 5 computers: Amstrad, Atari, BBC, Commodore 64 and Spectrum. And the catalogue is your gateway to the astonishing program range which backs Post Haste Software: over 2,300 different titles spanning 10 major micros! A full list of all the programs available for your computer is sent on request when you get the catalogue!

## THE 4TH PROTOCOL (Hutchinson)

Fredrick Forsyth's latest is now a superb computer adventure. Using icons to avoid typing text, it's actually three adventures; you can move on only by completing each. It's intriguing and brilliant!
"The icon graphics are excellent; on of the most enjoyable games I've played in a long time" - Sinclair User.
**£12.95 [C] Commodore 64**
**£15.95 [D] Commodore 64   £12.95 [C] Spectrum**

## RED MOON (Level 9)

It's been said that any Level 9 release marks a flag day for computer adventurers, and Red Moon does nothing to change that. They've gone back to myth and magic for this great graphic adventure, so now the darker evenings are arriving this is just the thing!
"If only more adventure houses could achieve Level 9" - Crash.
"Renowned for high standards of plot and literate description" - Sinclair User.
**£6.95 [C] Amstrad   £6.95 [C] Atari   £6.95 [C] BBC**
**£6.95 [C] Spectrum   £6.95 [C] Commodore 64**

**RAPID ROUND-UP!**
Our problem is space! Too many goodies, not enough room! Here's a rapid round-up but we've still left dozens out!

**MR DO (Datasoft/US Gold)**
"The arcade game at home. Horribly addictive!"
**£9.95 [C] Atari and Commodore 64.**

**NICK FALDO'S OPEN (Mind Games)**
"The finest golf simulation ever. Brilliant graphics."
**£9.95 [C] Spectrum and Commodore 64**

**MURDER ON THE ZINDERNEUF (Electronic Arts/Ariolasoft)**
"Be one of many detectives! Incredibly well done!"
**£11.95 [C] or £14.95 Atari and Commodore 64**

**BOUNTY BOB STIKES BACK (Big Five/US Gold)**
"A masterpiece from the creators of Miner 2049er"
**£9.95 [C] or £14.95 [D] Atari and Commodore 64**

**REVS (Acornsoft)**
"Race your heart out on your Beeb! Amazingly good!"
**£14.95 [C] or £17.65 [D] BBC**

**SKY FOX (Electronic Arts/Ariola)**
"Graphically extraordinary! The finest I've seen!"
**£12.95 [D] Commodore 64**

### Phone Orders (24 hrs)<br>(0705) 269333

**ORDERING SOFTWARE? WANT A CATALOGUE? USE THIS COUPON!**

Write instead if you prefer but include all the details!

Your name ____________________

Your address ____________________

____________________

____________________

____________________ Post code ____________________

Computer ____________________

On the phone? So we can ring you if need be?

Phone number ____________________

**NOW PLEASE PRINT BELOW FULL DETAILS OF WHAT YOU'D LIKE!**

| COMPUTER | PROGRAM NAME | PRICE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |

Postage is totally free in the UK and Europe. Surface mail overseas is free too. If you'd like fast airmail delivery, add just 75p.

TOTAL
AIRMAIL .75
FINAL TOTAL

**PAYING BY CHEQUE OR POSTAL ORDER?**
Please make it payable to Post Haste Software and cross it for safety's sake!
**CHARGING IT TO YOUR VISA, ACCESS, MASTERCARD, EUROCARD?**
May we have your card number, expiry date and signature?

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date ________ Signature ____________________

Now mail your order to
POST HASTE SOFTWARE
GB MICROLAND, 7 QUEENS PARADE
LONDON ROAD, WATERLOOVILLE
HAMPSHIRE PO7 7EB, UNITED KINGDOM
Or phone (24 hours) 0705 269333

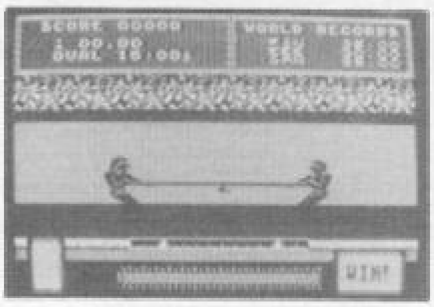
COMPUTER + VIDEO GAMES

# SOFTWARE SERVICE

**Don't Miss Out — C&VG have set up their own Mail Order Software — a really simple way to order all the latest games.**
**Each month we will be offering you the chance to buy any of the games that are listed in the Gallup Top 30, have been mentioned in Games News or reviewed in this or any of the last six issues.**
**All you have to do is fill in the coupon below, entering the titles of the games you would like to buy and the type of computer you have, then send it to us — all postage and packing is FREE!!**
**PLUS**

- ★ **50p discount on games over £5**
- ★ **In each issue there will be a special competition or offer open to all those who take part in the Software Service. This month we have 50 great games to give away — everyone ordering a game will be automatically entered into our prize draw.**

T ______ S ______ £ ______
U
I ______ P ______ £ ______
T ______ P ______ £ ______
L ______ L ______ £ ______
I
E ______ E ______ £ ______
______ R ______ £ ______



## PRIZE DRAW

| | Amstrad | Spectrum | Commodore 64 |
|---|---|---|---|
| DALEY THOMPSON SUPERTEST<br>*Ocean* | ☐ | ☐ | ☐ |
| HYPERSPORTS<br>*Imagine* | ☐ | ☐ | ☐ |

Please send your orders together with a cheque/P.O. payable to the Computer & Video Games Software Service to:
Computer & Video Games
FREEPOST, London EC1B 1AA.

All prices are as quoted in C&VG — remember to deduct 50p off the RRP for each games costing over £5. Minimum order £5.

NAME ______
ADDRESS ______
______
COMPUTER ______
TOTAL £ ______

**TALOS CONTINUED**

which he is unable to enter unless he can find the white pearl.

Score is displayed at the top of the screen and a candle indicates Talos's strength. He can make the candle grow by collecting objects around the countryside.

- **Graphics** 7
- **Sound** 7
- **Value** 7
- **Playability** 8

## RED ARROWS

●**Machine:** Spectrum/CBM 64/ Amstrad
●**Supplier:** Database Software
●**Price:** £8.95 (Spec) £12.95/£11.95 (Amstrad disks)

Great idea. Shame about the game. That just about sums up this brave effort to put you in the hot seat of a Red Arrows Hawk jet.

Database has obviously spent a lot of time developing the program — which is very well presented in packaging terms.

But — and it's a big but — the actual graphic representation of the Red Arrows, on the Spectrum version is awful.

Database say that the program uses "3D graphics to soar to heights of realism never achieved before". If you make claims like that, you have to be sure the finished product lives up to them, right?

Well there doesn't appear to be any 3D effects on the Spectrum *Red Arrows* game. What you see through the cockpit of your Hawk is the usual blue slabs for the sky, green slab for the ground and superimposed red aircraft to represent the Arrows formation.

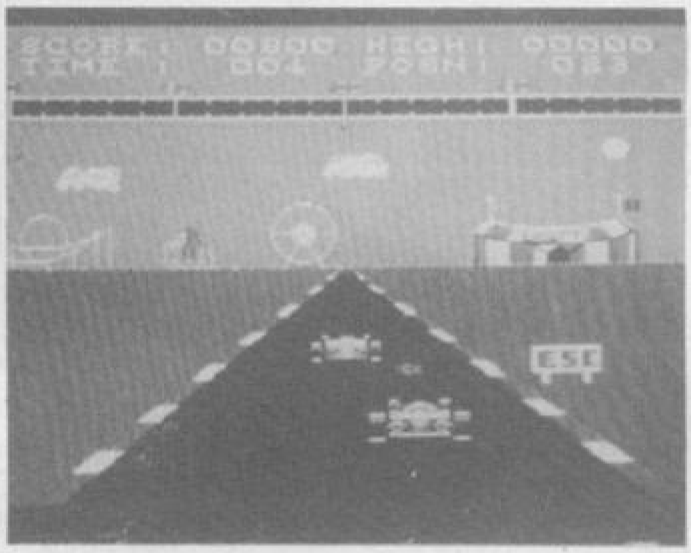
Now, everyone knows about the colour clash problems on the Spectrum. But should half the aircraft you are following disappear when it banks and have half in the sky slab, half in the ground. Or is this just a simulation of what happens to your eyesight when you are subjected to high G-forces?

Database say they created the program with the help of the Arrows pilots and have a special high-score competition running with the game. You could win an all-expenses-paid trip to the Red Arrows' base.

But I don't think even the prospect of a day out with the Arrows would make me want to shell out nearly £9 for this game.

- **Graphics** 4
- **Sound** 4
- **Value** 4
- **Playability** 5

## HYPERDRIVE



Machine: QL
Supplier: English Software
Price: £14.95

Vrooom goes the QL! At last, a *Pole Position* for the game-starved QL.

It's fast and lots of fun with some nice looking graphics and neat sound effects.

*Hyperdrive* follows in the *Pole Position/Enduro* race game format. You race against the clock and other opponents — dodging slower cars, oil slicks and other hazards on the track.

There are day and night-time screens — plus some really nice graphic "landscaping" touches. Like mountains and bridges.

- **Graphics** 9
- **Sound** 9
- **Value** 8
- **Playability** 9

## AABATRON

**Machine:** BBC/Electron
**Supplier:** Bevan Technology
**Price:** £7.95

Your mission: to save planet Earth from an infestation of assorted mutants. Yes, upon you, brave young cadet Shiff Loc, depends the fate of the civilized universe. Only you can clear the Aabatron Central Planet Control of "mean Puon aliens", armed with nothing but your trusty blaster buggy. Unless you can get hold of the rapid-fire machine gun, that is.

This is an entertaining version of the old maze games, where each location consists of differently arranged rooms around which you move up, down, left and right, blasting the various nasties inhabiting the place. You have to watch out how you zap them — some of them act as protection from the flak of the more active baddies.

There are 20 different screens altogether, and eight aliens, including the ubiquitous Rammers and Invulnos (who turn up in Bevan Technology's *One Last Game*), Harkers, Ceptives, Vilox and Nogrobs.

One thing I didn't like was the unpleasant flickery movement of the graphics which marred an otherwise polished display.

- **Graphics** 7
- **Sound** 7
- **Value** 8
- **Playability** 8

## MAD DOCTOR

●**Machine:** CBM 64 ●**Supplier:** Creative Sparks ●**Price:** £8.95

Creative Sparks breathe new life into the old Frankenstein myth with a cute graphic arcade adventure.

The idea is to help Dr Blockenspiel create a monster. But it's not any old monster the Mad Doc wants to make. He wants his monster to be loved!!

He wants his monster to be so NICE so that the people of the little village of Strudelburg will accept it as a friend — which is not an easy task.

First you have to help the Doc find bits for his monster in the local graveyard or cemetery — or you can go around killing the villagers for spare parts. This often leads to nasty scenes in the village inn, however, and isn't recommended!

Then you have to animate the monster by taking it up to the mystic stone circle and getting it struck by lightning. If you've succeeded in putting together a monster from all the right parts, he will be quite friendly.

If not, you'll have a rampaging beast on your hands who will set about turning you into a collection of spare parts!

You have to do all this without arousing the curiosity or hatred of the villagers. If you do then your project is doomed. All the irritating peasants turn on you if they find out exactly what you're up to!

The game is in the *Grand Larceny/Zim Sala Bim* mode of arcade adventure. You use a joystick and there are text commands to be used too.

*Mad Doctor* is great value and will keep you hooked for ages. But remember — don't forget the bolt!

● **Graphics** 7 ● **Sound** 7 ● **Value** 8 ● **Playability** 9

## HIJACK

●**Machine:** Atari ●**Supplier:** English Software
●**Price:** £7.95 cassette/£10.95 disc

Hostage drama aboard a speeding train. Ten VIPs are among the passengers.

Your task is to rescue them by helicopter and take them to the safety of the train's rear security carriage.

The VIPs appear one by one on the roof of the train. The helicopter must be carefully manoeuvred into position above them and, by pressing the joystick fire button, lowering a rope to the hostage.

Getting the helicopter in position is hard enough but there is also gun and cannon fire from the hills to dodge, plus the risk of flying into trackside trees.

There are three skill levels per game.

- **Graphics** 7
- **Sound** 7
- **Value** 7
- **Playability** 8

►CONTINUED FROM PAGE 20

● CONTINUES ON PAGE 24►

## BIO-DEFENCE

●**Machine:** Atari 400/800
●**Supplier:** Tymac
●**Price:** £9.95 cassette/£14.95 disc

This is a sick game. Or rather it's a game about the sick. A lethal infection is raging through your body. The temperature is rising and your fever is high.

To combat the bacteria, you must use an Electroscan. This enables you to analyse the body and obtain vital information on the bacteria's activity.

Pressing the fire button allows you to enter the body at its cellular level. Using the joystick, you can direct a white blood cell to engulf the bacteria.

The more bacteria destroyed, the more points notched up.

Tymac's press release boasts that the game would make computers "come alive with voices and sounds." But on our copy of the game the voice was so muffled that it could be hardly understood.

Apart from my dislike of Tymac's dubious taste in producing a game about raging infections, I found the game pretty unexciting.

| | |
|---|---|
| ● **Graphics** | 6 |
| ● **Sound** | 6 |
| ● **Value** | 6 |
| ● **Playability** | 6 |

## JUMP JET

●**Machine:** Amstrad
●**Supplier:** Anirog
●**Price:** £9.95 cassette/£13.95 disc

The Amstrad version of Anirog's *Jump Jet* takes off hoping to follow the Commodore version high into the charts.

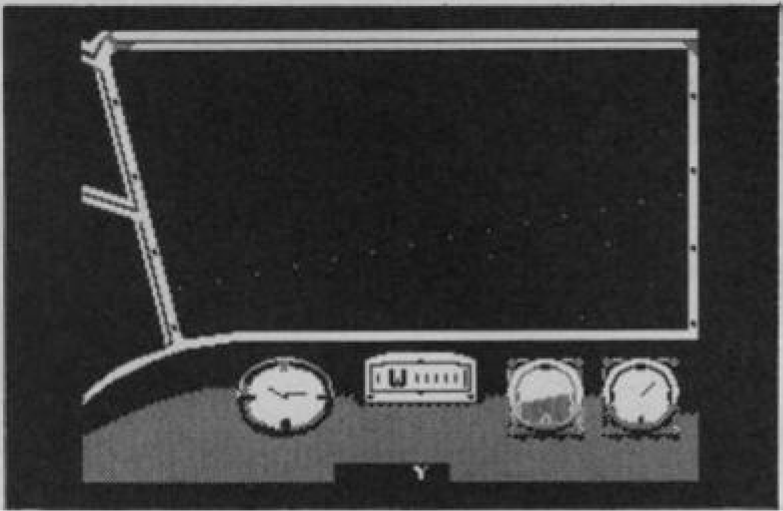
Written by former jump jet pilot Vaughan Dow, *Jump Jet* combines flight simulation with the thrills and spills of combat.

There is a practice level and four other combat mode — flight lieutenant, squadron leader, wing commander and group captain.

As with the Commodore version, the instrument panel is on view all the time. The initial screen is a bird's eye view of the jet on its aircraft. As the jet rises to above 50 feet, the screen is split into two views — one showing a side view of the carrier and jet, the other a rear view.

Above 200 feet the view is from the cockpit and you are free to track, pursue and, hopefully, destroy the enemy aircraft.

| | |
|---|---|
| ● **Graphics** | 8 |
| ● **Sound** | 8 |
| ● **Value** | 8 |
| ● **Playability** | 9 |



## DAMBUSTERS

●**Machine:** Spectrum ●**Supplier:** US Gold ●**Price:** £7.95

*The Dambusters,* the well known film classic depicting the bombing raid on the dams in the German Ruhr Valley by the heroic 617 Squadron, is now a computer game.

In the game you take on the rôles of navigator, rear and front gunner and the bouncing bomb dropper all at the same time. Which, as soon as you reach hostile airspace over Europe, turns into a chaotic battle just to keep your aircraft in the air — all thoughts of actually successfully bombing the dams leaves your mind completely. Controlling the plane with enemy planes zooming in from all directions and gun emplacements trying to blast you out of the sky is quite enough to contend with.

The pilot's controls are quite complex and need thorough use to get you accustomed to using them during the game. Though, for the most part, I left the more "serious controls" alone.

There are three levels of play. The first involves you manoeuvring your aircraft across a runway and taking-off. The second starts the game with you at the controls of the plane flying over the English Channel. The third places you over the Ruhr Valley on a practice bombing-run without enemy fire to distract your concentration.

*Dambusters* is basically a shoot'em-up and not a flight simulator. Though that is no disgrace and the game is well worth buying.

● **Graphics** 7 ● **Sound** 9 ● **Value** 8 ● **Playability** 8

## ONE LAST GAME

●**Machine:** BBC/Electron
●**Supplier:** Bevan Technology
●**Price:** £7.95

Still not tired of zapping aliens? Here's another no-nonsense fast-moving zap-'em game clearly aimed at addicts.

One of a set of five new games releases from Bevan Technology, *One Last Game* features horizontal rather than vertical action with moving landscape — hillside alternating with city — and a whole host of aliens boasting varying degrees of speed and cunning.

Your mission is simple. You must destroy the aliens, variously named Slimeys, Rapiers, Zits, Rammers, Invulnos and Vogons, before they destroy you, and before your fuel runs out. When you collapse in your seat, exhausted, after battling your way through the first screen, you can't afford to relax — there are 19 more screens to come!

If you get frustrated at your inability to get past the first two screens, you can opt at the start for a later screen, just to get a taste of the action to come.

And that's it. A slick, unpretentious little arcade action game with neat graphics and enough variety in the individuality of the aliens to redeem it from tedium.

| | |
|---|---|
| ● **Graphics** | 8 |
| ● **Sound** | 7 |
| ● **Value** | 8 |
| ● **Playability** | 8 |

## ROBIN HOOD

●**Machine:** Dragon 32
●**Supplier:** Pocket Money Software
●**Price:** £1.99

At last, a good game has been released for the Dragon at a sensible price. It seems that not only does Robin Hood rob the rich to feed the poor but he also provides one of the best games to appear on the Dragon.

The main idea behind this game is that you have to save Maid Marion from the evil Sheriff and collect a few bags of gold on the way. The game-play is very similar to *Hunchback* but without all the trimmings.

What more could you ask for at £1.99?

| | |
|---|---|
| ● **Graphics** | 8 |
| ● **Sound** | 8 |
| ● **Value** | 10 |
| ● **Playability** | 9 |

## APRIL SHOWERS

**Machine:** BBC **Supplier:** Bevan Technology **Price:** £7.95

Cloud, rain and umbrellas might seem distinctly unpromising as a topic for entertainment, but Bevan Technology has managed to make them seem fun. Well, almost.

*April Showers* is a peculiar little game that takes time to master — not because it is particularly difficult, but because it takes a while to work out the strategy.

Basically, you are a cloud, and your object in life is to rain on the plant on the ground below you. If you don't, the plant wilts and dies, and you lose a life. The complication is that while you're watering it, you're running out of water yourself, so you have to replenish your supplies. This is done by bumping into other clouds which pass by, which has the added advantage of adding greatly to your score.

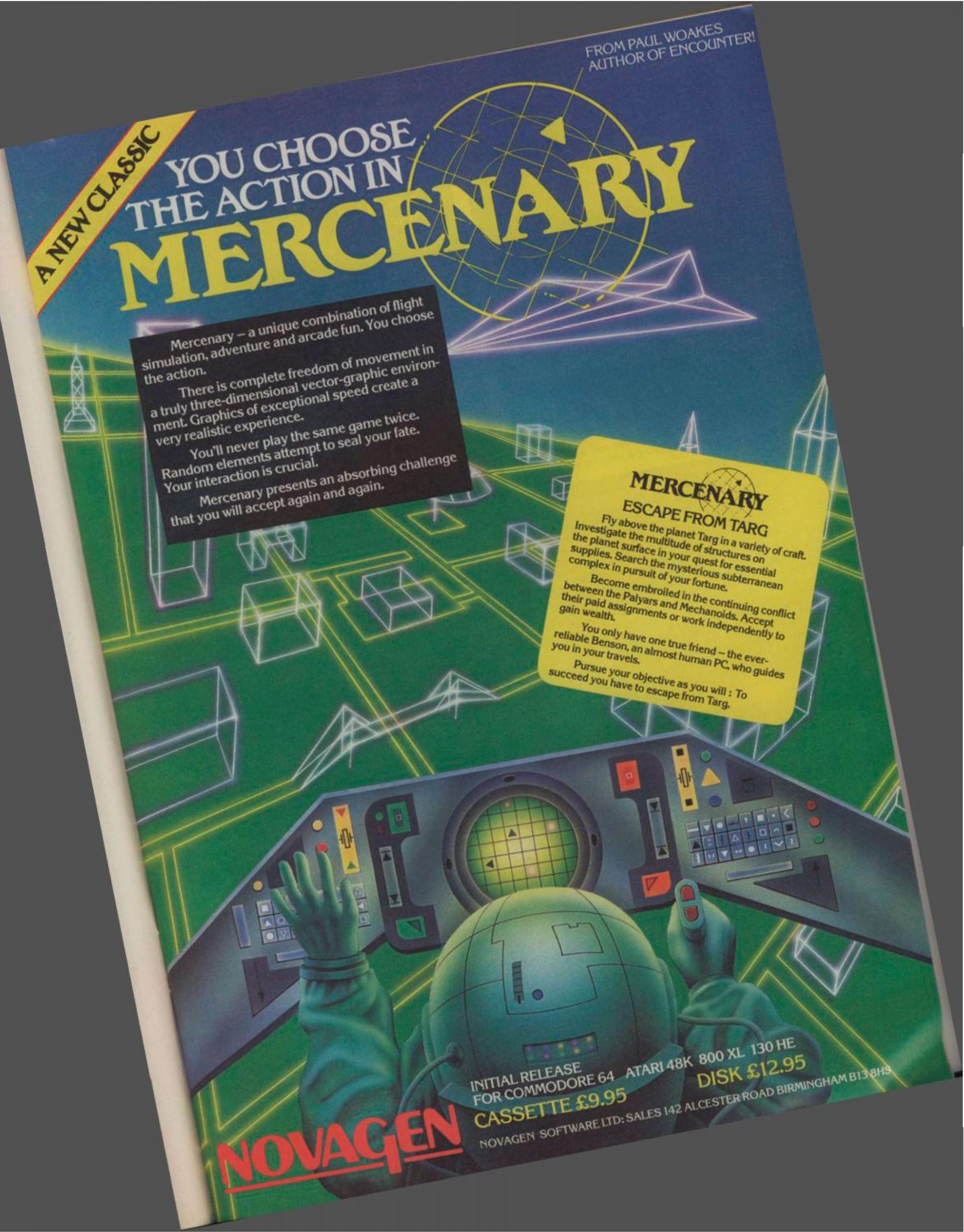
The skill required for this game is not immediately apparent, but there is in fact a lot involved — you must chase clouds, zap umbrellas (but not too many), keep that plant watered, watch your water level and, if you've got the time, catch raindrops. Once the clouds have gone, your days are numbered, and then you've got to decide whether to keep the plant wet or go after the umbrellas in your remaining time. When you've lost three "lives", that's it.

It's an offbeat idea and could keep you amused for quite a while, but in the end the lack of a facility to speed up the rather slow action as you improve is frustrating.

● **Graphics** 9 ● **Sound** 7 ● **Value** 8 ● **Playability** 8

►CONTINUED FROM PAGE 23

● CONTINUES ON PAGE 26►



Mercenary – a unique combination of flight simulation, adventure and arcade fun. You choose the action.

There is complete freedom of movement in a truly three-dimensional vector-graphic environment. Graphics of exceptional speed create a very realistic experience.

You'll never play the same game twice. Random elements attempt to seal your fate. Your interaction is crucial.

Mercenary presents an absorbing challenge that you will accept again and again.

**MERCENARY**

**ESCAPE FROM TARG**

Fly above the planet Targ in a variety of craft. Investigate the multitude of structures on the planet surface in your quest for essential supplies. Search the mysterious subterranean complex in pursuit of your fortune.

Become embroiled in the continuing conflict between the Palyars and Mechanoids. Accept their paid assignments or work independently to gain wealth.

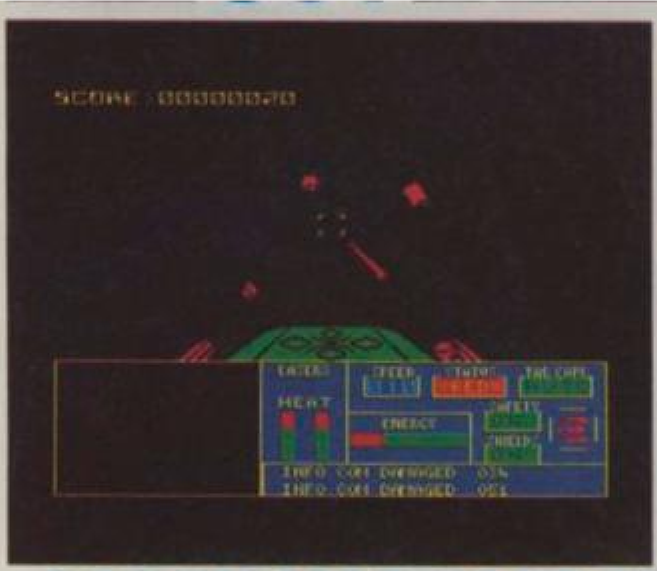
You only have one true friend – the ever-reliable Benson, an almost human PC, who guides you in your travels.

Pursue your objective as you will : To succeed you have to escape from Targ.

INITIAL RELEASE
FOR COMMODORE 64 ATARI 48K 800 XL 130 HE
CASSETTE £9.95 DISK £12.95

**NOVAGEN**

NOVAGEN SOFTWARE LTD: SALES 142 ALCESTER ROAD BIRMINGHAM B13 8HS



# CODENAME MAT II

**Machine:** Spectrum/Amstrad/CBM64
**Supplier:** Domark **Price:** £8.95

Derek Brewster's *Codename Mat* was one of last year's surprise hits — and the sequel is set to become a smash too!

Mat has resumed his battle with the Myons in his new ship Centurion II — and is defending crucial Karillium mines.

Karillium is the most precious substance in the universe. It is the bringer of life. One small pinch can turn a barren desert into a steaming jungle!

The mines are found in the planet Vesta — and are supplied with energy by a vast grid of satellites surrounding the planet. If the satellites are damaged or destroyed then the Karillium mines will be destroyed.

Mat has to protect the satellite grid by destroying the Myon ships out to destroy the only source of Karillium available to Earth. He also has to police the vast network of satellites and move them around to keep the energy grid operative if any become damaged in the numerous Myon attacks.

So you've got a mixture of arcade action and battle strategy here — with a hint of that old Atari classic *Star Raiders* thrown in.

You have to use the instrumentation on your ship — which includes scanners, a battle computer, shields and two kinds of weapon — to zap the aliens!

You must warp from sector to sector to defend the grid — *Star Raider* style — using the Quadrant Grid Chart that you can call up on your Centurion II dashboard.

Controls are a mixture of keyboard and joystick — and quite complex. It'll take you a bit of time to master them effectively. But the documentation which comes with the game is extremely thorough and all your questions will be answered after studying the operating instructions for Centurion II.

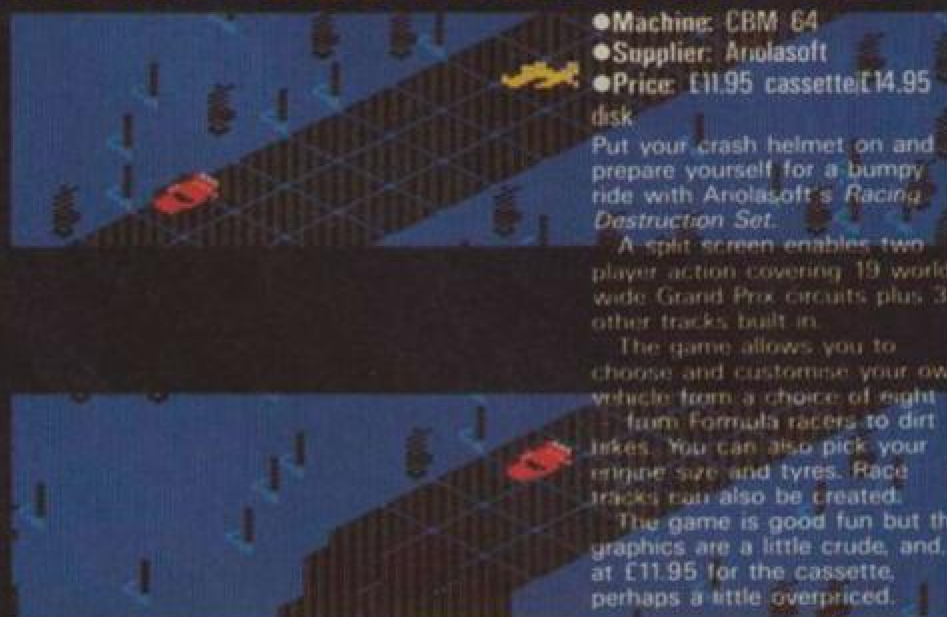
The screen display shows your view from Centurion II's cockpit. You have a whole bunch of instruments to watch while battling it out with the Myons — and some useful damage reports flash up to tell you just what bits are being blasted off your craft!

But never fear — help is at hand in the shape of two droids which you can send off to repair the various damaged parts of your ship — when and if you get a quiet moment! A really nice touch this. But beware — the droids can be damaged in battle too.

*Codename Mat II* is an exciting mixture of action and strategy — and will keep you stuck in front of your Spectrum or Amstrad or C64 for many hours of happy zapping. Don't miss this one!

| | | | |
|---|---|---|---|
| ● Graphics | 9 | ● Value | 10 |
| ● Sound | 8 | ● Playability | 10 |

# RACING DESTRUCTION SET



- **Machine:** CBM 64
- **Supplier:** Ariolasoft
- **Price:** £11.95 cassette/£14.95 disk

Put your crash helmet on and prepare yourself for a bumpy ride with Ariolasoft's *Racing Destruction Set*.

A split screen enables two player action covering 19 world wide Grand Prix circuits plus 31 other tracks built in.

The game allows you to choose and customise your ow vehicle from a choice of eight — from Formula racers to dirt bikes. You can also pick your engine size and tyres. Race tracks can also be created.

The game is good fun but th graphics are a little crude, and, at £11.95 for the cassette, perhaps a little overpriced.

| | | | |
|---|---|---|---|
| ● Graphics | 6 | ● Value | 5 |
| ● Sound | 7 | ● Playability | 8 |

# SOUTHERN BELLE

**Machine:** Spectrum
**Supplier:** Hewson Consultants
**Price:** £7.95

I was really chuffed to get this game. Chuff, chuff, chuffed in fact. There are flight simulators, motor racing simulators, space simulators — but never a steam train simulator. Until now, that is.

Hewson Consultants — better known for the *Avalon/Dragontorc* arcade adventures — have gone out on a limb to produce *Southern Belle*, an authentic recreation of what it was like to drive a steam train from London to Brighton! You couldn't really get more original than that now, could you?

The object of the game is to drive the *Southern Belle* — in real life a King Arthur Class 4-6-0 steam engine from the 1930s — from Victoria Station to Brighton, keeping to the timetable, watching out for hazards and making sure that you don't blow the poor old Belle's boiler up!

Now, that might sound a trifle ordinary to those of you out there not into steam engines — but far from it. Once you've loaded the game into your steam-powered Spectrum and marvelled at the neat graphics, you'll be hooked for at least the next hour. That's how long it should take you to reach Brighton — in computer time anyway. Remember — "We're getting there"!

There are seven levels of play — ranging from a training run where you learn all about stoking the boiler and the use of the various controls you find on the footplate. The program enables you to take charge of any number of these controls. So you could just look after the stoking and the whistle — or go all out for total control on any of the game options.

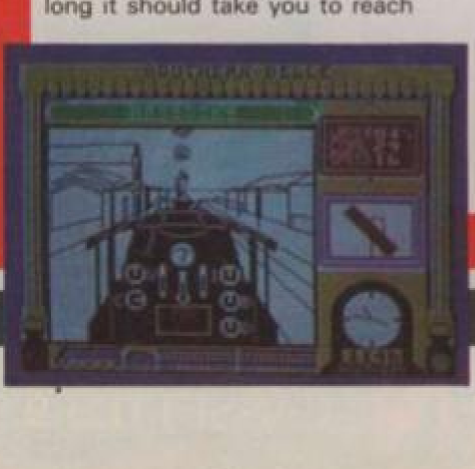
But beware! You'll need to spend some time reading the comprehensive instructions that come with the game to get the most out of it.

The graphics are vector line style and very effective. The footplate of the loco looks good too — with the firedoor opening and closing to reveal a blazing fire.

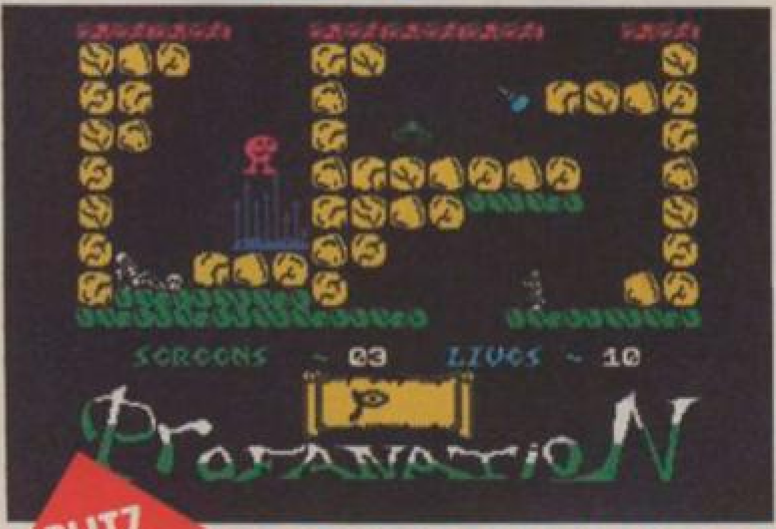
At the bottom of the screen is a message board which informs you of any important happenings on the track ahead and on the right hand side you see information such as the time, signals and the state of your coal and water supplies. The signal icon toggles between a gradient indicator — so you can tell when to get a bit more speed up.

Overall *Southern Belle* is a brave attempt at producing an original game. If you've always wanted to drive a steam train — and who hasn't — this is a good way to fulfill your dreams.

| | |
|---|---|
| ● Graphics | 8 |
| ● Sound | 6 |
| ● Value (for train buffs) | 9 |
| ● Playability | 8 |



CONTINUED FROM PAGE 24



BLITZ GAME

# PROFANATION

**●Machine:** Spectrum **●Supplier:** Gremlin Graphics **●Price:** £7.95

The spirit of Indiana Jones is alive and well and living inside the lost Temple of Abu Simbel created for the Spectrum by those innovative Spanish programmers at Dinamic and brought to you lucky people by Gremlin.

Yes, it's another platform arcade, collect-all-the-treasures game – but with extra added style, fun and addictiveness.

You play the part of Johnny Jones, Indiana's third cousin twice removed, I suppose — who is a general all-purpose superstar and explorer. Poor old Johnny has fallen victim to the curse of Pharoah Ramses II who built the Temple of Abu Simbel over 3000 years ago.

Our hero must free himself from the spell — which appears to have turned him into a Gribbly-like character — a round purple body and big feet! To do this, he has to explore the many levels of the mysterious temple and discover the mortuary chamber – where a secret is hidden.

You have to guide Johnny through the labyrinth of chambers packed with traps and puzzles. Beware of the deadly spike filled pits and dead ends — you could end up staying in the temple until you rot!

*Profanation* is best played with a joystick – but there are keyboard options of course.

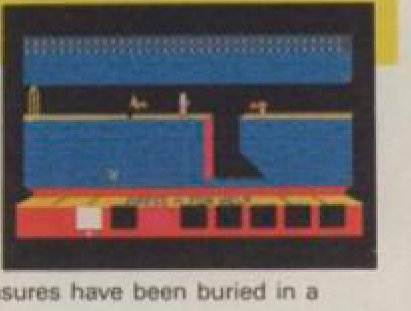
The graphics are interesting and well produced, the hero is a cute little character and the sound effects are good — a nice impression of dripping water is featured on some screens.

The puzzles are quite tricky — but not impossible to solve. This makes the game easy to get into. You'll soon be hooked and want to solve the harder riddles later in the game.

Overall an extremely well presented and entertaining game.

| | | | |
|---|---|---|---|
| ● Graphics | 9 | ● Value | 9 |
| ● Sound | 9 | ● Playability | 9 |

# JOURNEY



**●Machine:** CBM 64
**●Supplier:** CRL
**●Price:** £8.95

Eleven of the world's most famous treasures have been buried in a myriad of underground chambers.

In *Journey* your task is to find those treasures and bring them safely to the surface.

Various objects are scattered throughout the caverns to help you – including guns, oxygen pills, boomerangs, guns, dynamite and detonators. There are also transporters, bridges and mystery boxes.

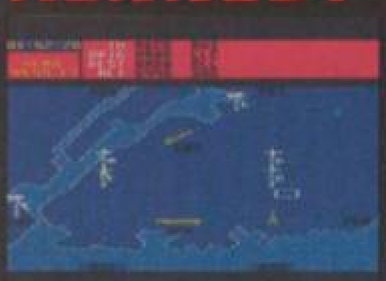
But danger also lurks in this underground world in the shape of vampire bats, pits of acid, underground rivers, sheer drops and other nameless terrors.

The treasure hunter is controlled by the joystick. He can jump, scramble and run.

One hint to help on the hunt — don't wait until you have several of the treasures before bringing them to the surface. It's better to bring them up one by one. That way if you lose a life only one treasure is lost.

| | | | |
|---|---|---|---|
| ● Graphics | 8 | ● Value | 7 |
| ● Sound | 8 | ● Playability | 8 |

# KENNEDY APPROACH



**●Machine:** CBM 64
**●Supplier:** MicroProse Software
**●Price:** £14.95

Test your nerve with this simulation of one of the most demanding and stressful jobs in the world — air traffic control.

With up to 20 different aircraft taking off, landing or circling it's no easy task to avoid a major air disaster.

All this can be complicated by bad weather, emergencies and instrument failures.

*Kennedy Approach* allows you to build up your air traffic skills by progressing through different airports — from the relatively easy Atlanta to the more testing Denver, Dallas-Fort Worth, Washington and finally to New York where you have the nightmarish job of looking after the John F Kennedy International and La Guardia International airports.

The best thing about the game is the speech.

| | |
|---|---|
| ● Graphics | 7 |
| ● Sound | 9 |
| ● Value | 7 |
| ● Playability | 7 |

# METABOLIS

**●Machine:** Spectrum/Amstrad/CBM64
**●Supplier:** Gremlin Graphics
**●Price:** £6.95

You really get the bird in Gremlin's neat new arcade adventure — but don't let that ruffle your feathers because *Metabolis* will soon get you reaching for the budgie's sunflower seeds!

It's the only way you'll get to eat once you've been hooked by the challenge of this platform/maze/arcade adventure.

You have been transformed into a cute little bird — don't be fooled by the packaging. You look more like Buzby than the amazing man-hawk on the cassette cover!

Anyway you've been changed into a bird by the evil Kremins.

Your job is to search for the serum which will change you back into a man, collect nuclear fuel and then destroy the Kremin complex — without getting wiped out yourself.

You travel from screen to screen — there are 150 of them — collecting useful items like heart pills. The transformation has left you with a weak heart and the pills are the only way you'll survive to complete the game.

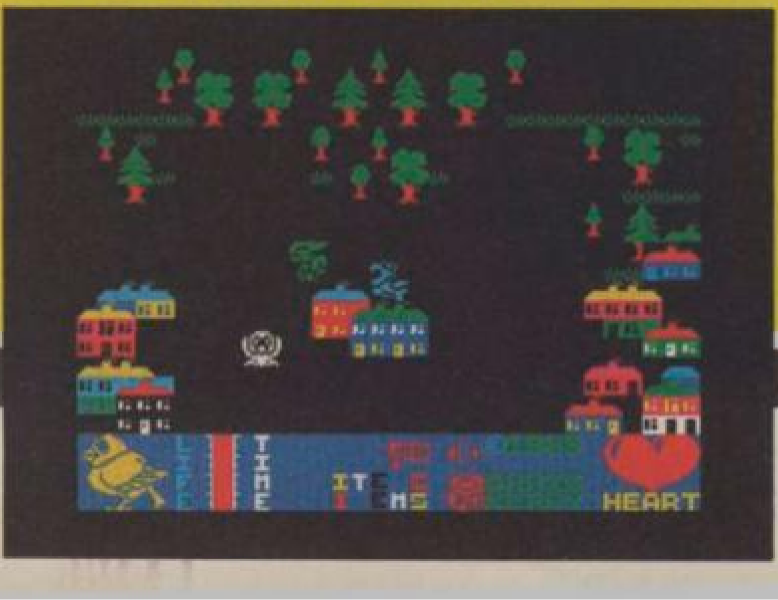
There's a wizard who will help you out too. But only once you are back to your man-shape.

The Kremins hound your every move and they come in different shapes and sizes. I particularly liked the *Alien*-style creature — lots of teeth and a big swishing tail!

The graphics are good — with a few really nice touches. Like the way your bird gets scrunched up if he gets hit by a ton weight! One minor criticism is the packaging. Not enough instructions to help you get into the game.

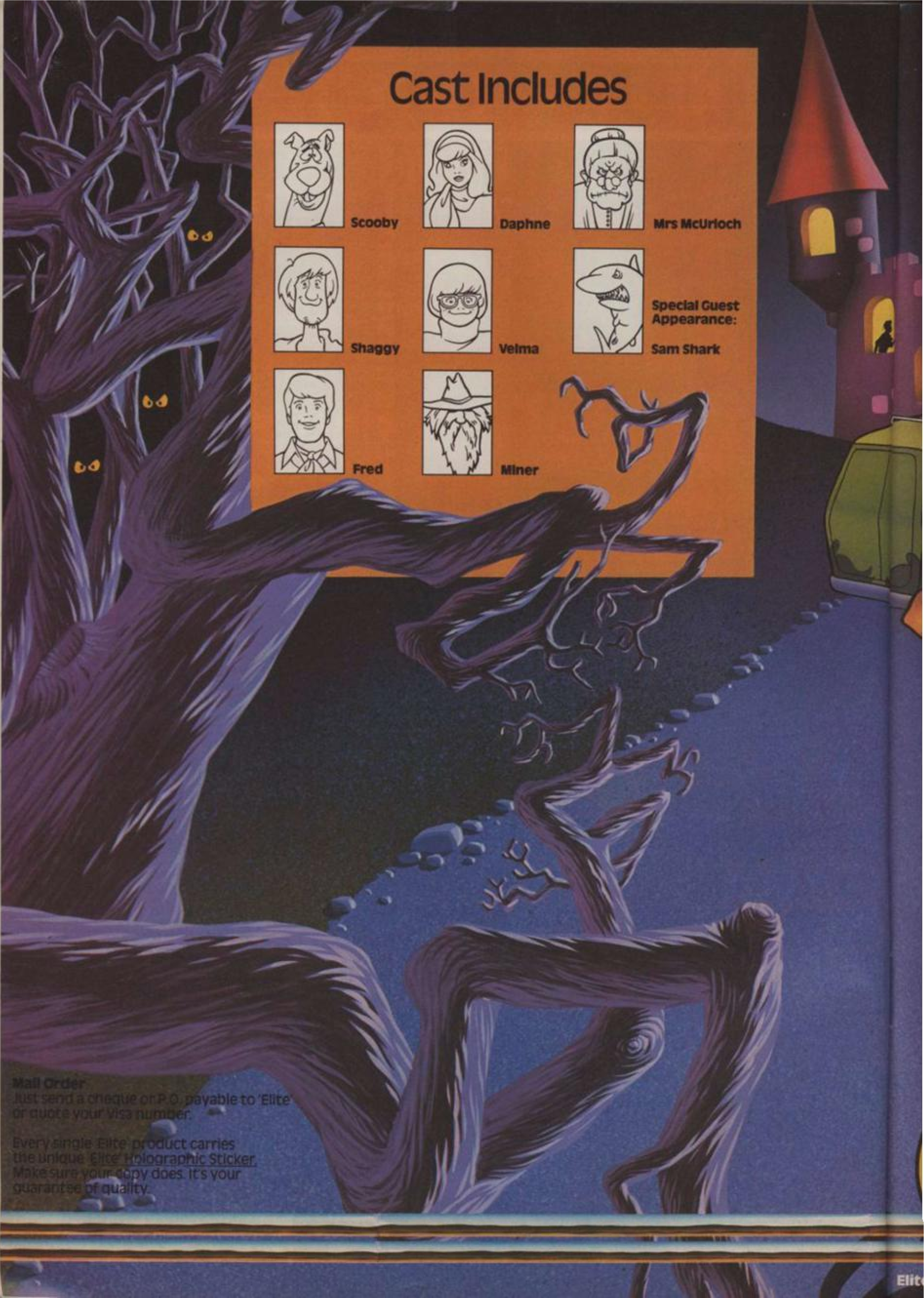
Keyboard and joystick options are included — plus you get a hall of fame and a nice screen which flashes up when you "die".

| | |
|---|---|
| ● Graphics | 7 |
| ● Sound | 6 |
| ● Value | 8 |
| ● Playbility | 8 |



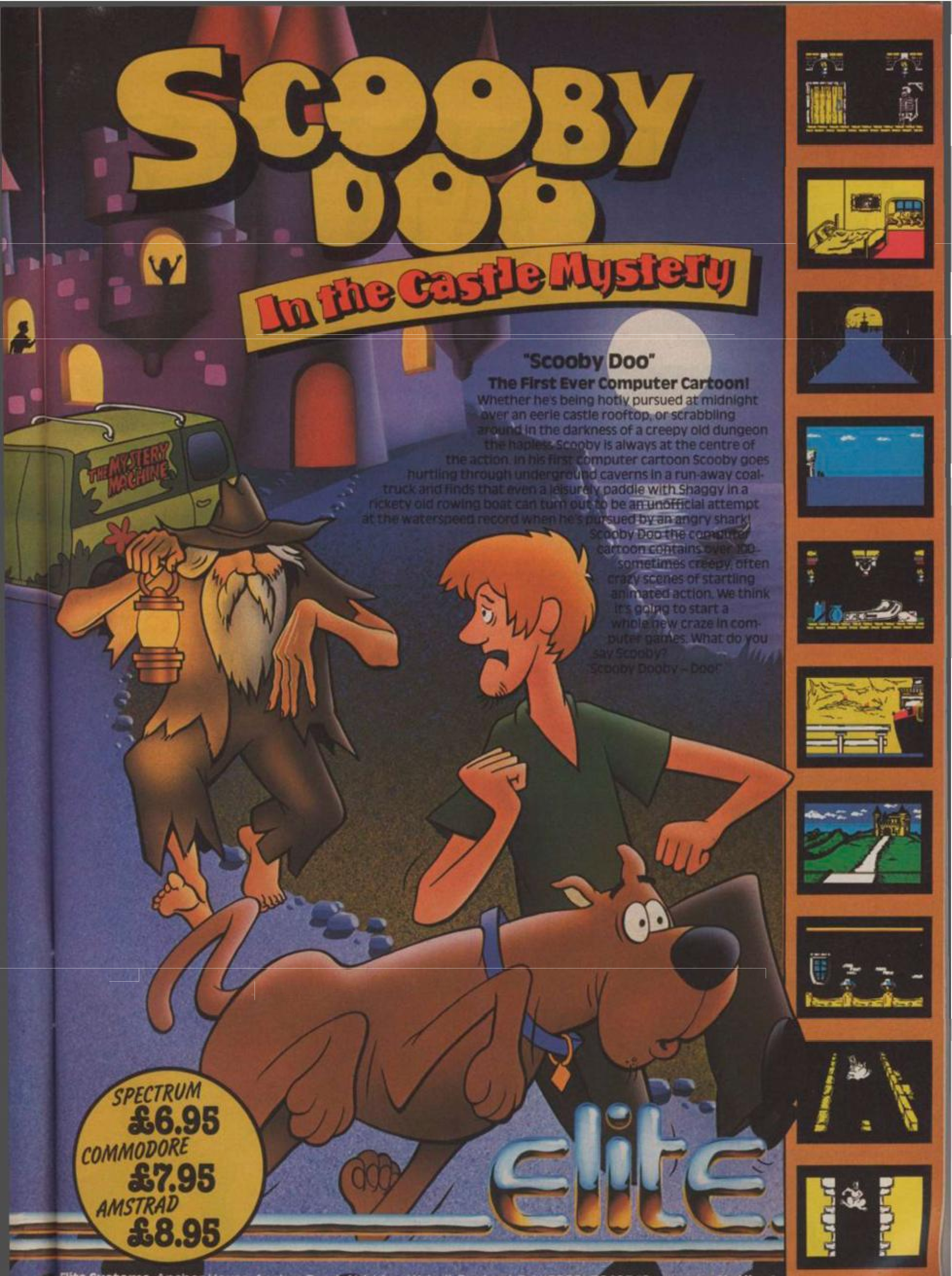
● ENDS HERE

# Cast Includes


Scooby
Daphne
Mrs McUrloch
Shaggy
Velma
Special Guest Appearance:
Sam Shark
Fred
Miner
Elit

**Mail Order**
Just send a cheque or P.O. payable to 'Elite'
or quote your Visa number.

Every single 'Elite' product carries
the unique 'Elite' Holographic Sticker.
Make sure your copy does. It's your
guarantee of quality.


SCOOBY DOO
In the Castle Mystery
THE MYSTERY MACHINE
SPECTRUM £6.95
COMMODORE £7.95
AMSTRAD £8.95
elite

## "Scooby Doo"

### The First Ever Computer Cartoon!

Whether he's being hotly pursued at midnight over an eerie castle rooftop, or scrabbling around in the darkness of a creepy old dungeon the hapless Scooby is always at the centre of the action. In his first computer cartoon Scooby goes hurtling through underground caverns in a run-away coal-truck and finds that even a leisurely paddle with Shaggy in a rickety old rowing boat can turn out to be an unofficial attempt at the waterspeed record when he's pursued by an angry shark! Scooby Doo the computer cartoon contains over 100 sometimes creepy, often crazy scenes of startling animated action. We think it's going to start a whole new craze in computer games. What do you say Scooby?

"Scooby Dooby – Doo!"

**Elite Systems,** Anchor House, Anchor Road, Aldridge, Walsall, England. Tel: **(0922) 59165 "Consumer Hotline"**

# SHATTE

## ●THE FIRST COMIC BOOK WRITTEN,

*Shatter* is the work of a young Chicago artist called Mike Saenz — pronounced "science" — who got his hands on an Apple Macintosh one day and began creating a whole new sci-fi world.

The comic is named after the main character, Shatter. "Shatter is a bum," says his creator. Really he is a futuristic bounty hunter in the *Blade Runner* style — except he gets caught up in a web of intrigue and evil which he sets out to destroy.

In Mike's future world an organisation called the Executariat is stealing people's minds — Shatter finds out and becomes a reluctant hero.

*Shatter* is published by First Comics, a company also based in Chicago which prints several other books, including a comic version of Moorcock's *Elric of Melnibone* series and the cult comic *American Flagg*.

How did *Shatter* come about? Mike explains: "I wanted to get into computer graphics and had been introduced to the Commodore 64 and the Koala Pad. A lot of the drudgery was cut out by drawing on the bit pad with a stylus. I talked to a friend of mine, Mark Canter, who is president of a company called Macromind, about bigger computers and he said: "What you need is the Macintosh."

"Another friend of mine picked up an early Mac. So I borrowed it and worked with it for about a month and came up with some sample pages. I got very excited. I saw that I could do just about everything that you need for the production of a comic book page on the machine."

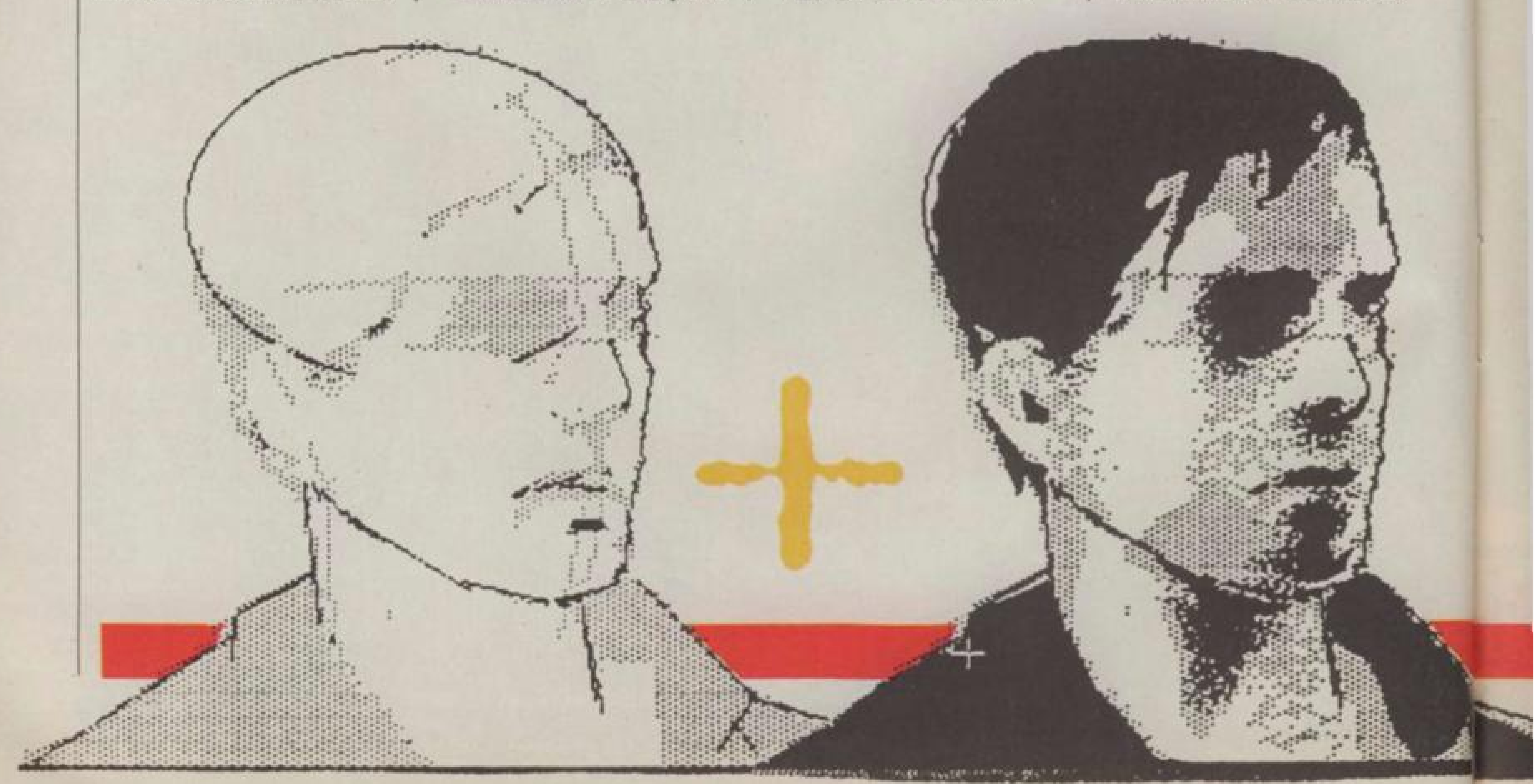
And so *Shatter* was born. And he's still evolving. Mike has just got his hands on MacVision, a video digitising system which can take images from a video tape or camera and break it up into pixels on the Mac's screen.

All the drawing — even the really detailed stuff — is done using a Mouse — a sort of track-ball with a button.

Mike also uses some software adapted for him by his friends at Macromind. Art Thief enables him to pick up images from panels he has already drawn and play around with them. Enlarging or inverting or turning inside out! Then he uses these "new" images in other drawings.

"Say if I was working on page six of the comic and wanted to use the background or a characters face from page one, with Art Thief you can go directly to that document." Thief enables Mike to store images on disc that he can call up and, using the edit mode, transfer details or images to new drawings. He can also enlarge drawings to work on detailed sections of his work.

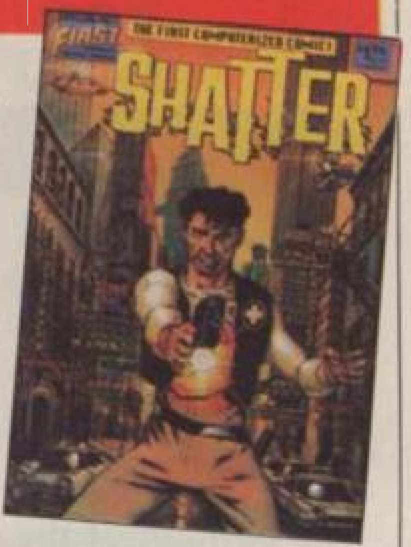
Mike reckons that the Mac is the



● *You are in Daley City, the heart of Chicagoland, in the 21st century. A sniper bugbomb, thrown by a Veteran of the Vietnam Reconquest, just misses you. Worse, the latest Interbank entry on your pocket computer tells you that you have only $20,000 in your account — not enough to buy the $75,000 canister of rare, pure* Coca Cola *syrup you crave.*

*Nothing else to do but bid on the police contract and find the beautiful mass-murderer — but she's mixed up in the deadly traffic of RNA transfer. One injection of that stuff and anyone can steal your skills and talents for himself. And naturally, someone is out to stop you . . .*

***LAUREL ANDERSON TRYFOROS*** *tracked down the futuristic bounty hunter and sent* C+VG *a special dispatch.*



# I, DRAWN AND INSPIRED BY COMPUTER

only computer he could use to produce *Shatter*. "Other computers wouldn't be so cost effective. There are systems you could use — but they cost $400,000. But personal computers are getting more "user-chummy", more inexpensive and more graphics orientated, so I have high hopes for the future of personal computers and their relation to commercial art."

Mike Gould is managing editor of First Comics and the man who gave Mr Saenz, *Shatter* and the 128K Mac their first big break.

Mike Gould says: "*Shatter* wasn't really influenced by anything more than the Mac. You'd have to spend another $3-4,000 jury-rigging a PC to do two thirds of what the Mac does. But then the PC is not built for that kind of thing, and you can't really get involved on a pixel-by-pixel basis the way you can on a Mac. And that makes all the difference in the world." The difference is the ease of use and graphic orientation of the Mac's Motorola 68000 microprocessor."

How did Apple respond to a comic being created on their wonder machine? "They were astonished, and some of them were thrilled," Gould says. But some of the Apple executives were not so pleased at first.

"There are some people at Apple who were a little embarrassed by *Shatter* because it was a comic book. But we got such a tremendous amount of publicity in all kinds of areas that it was very clear that we were bringing Macintosh a lot of attention."

Apple recently gave First a LaserWriter, with which they will print *Shatter* and do all of their typesetting. The art which illustrates this article is the first that was run off the new LaserWriter.

Will the computer replace artists like Mike Saenz? Said Gould: "The Mac helps you draw. But it won't draw for you. It is NOT an artist. It's like a word processor. It won't write for you, but it can make it easier for you to manage your thoughts and organise your language."

The look of *Shatter* is high-tech, which is the Mac's strength. But since Mike Saenz continues to experiment, you can look for new things in *Shatter* in every installment. "Some of the stuff that's coming up in *Shatter* has a really architectural look to it," Gould says. "The back-up stories in *Jon Sable, Freelance* are very experimental, and that's important, because there's so much to work out in *Shatter*." Dimensionality has improved, and surfaces are becoming nicely rounded, for example.

Saenz can even do "cheesecake" now, as you'll see when Shatter encounters a Playboy bunny in an upcoming issue!

"We can go a lot further," Mile Gould says. "This is only six months after we finished the first issue, and the difference is like night and day. What you saw in the first *Shatter* was embryonic. It was the first time anyone had done any of this stuff. And if it looks impressive now, you ain't seen nothing yet. And if it doesn't look impressive enough for you — wait. This is the beginning. We want to keep *Shatter* on the cutting edge."

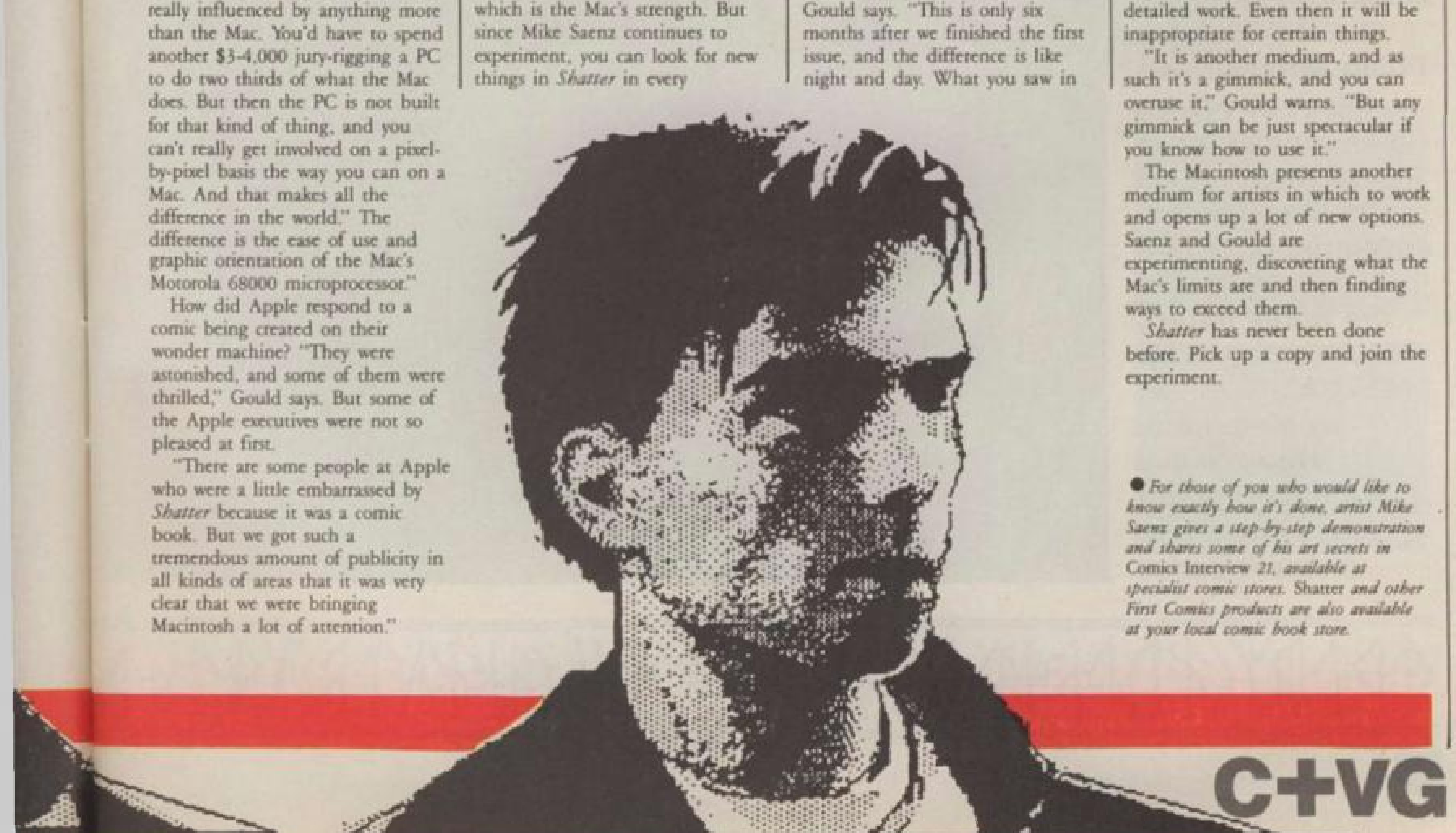
Gould does not believe that all comics will be, or should be, drawn on computer. "The Mac is going to give you a very high-tech look and will continue to do so until they can come up with a program that will allow you to work twice as large as you do now, for more detailed work. Even then it will be inappropriate for certain things.

"It is another medium, and as such it's a gimmick, and you can overuse it," Gould warns. "But any gimmick can be just spectacular if you know how to use it."

The Macintosh presents another medium for artists in which to work and opens up a lot of new options. Saenz and Gould are experimenting, discovering what the Mac's limits are and then finding ways to exceed them.

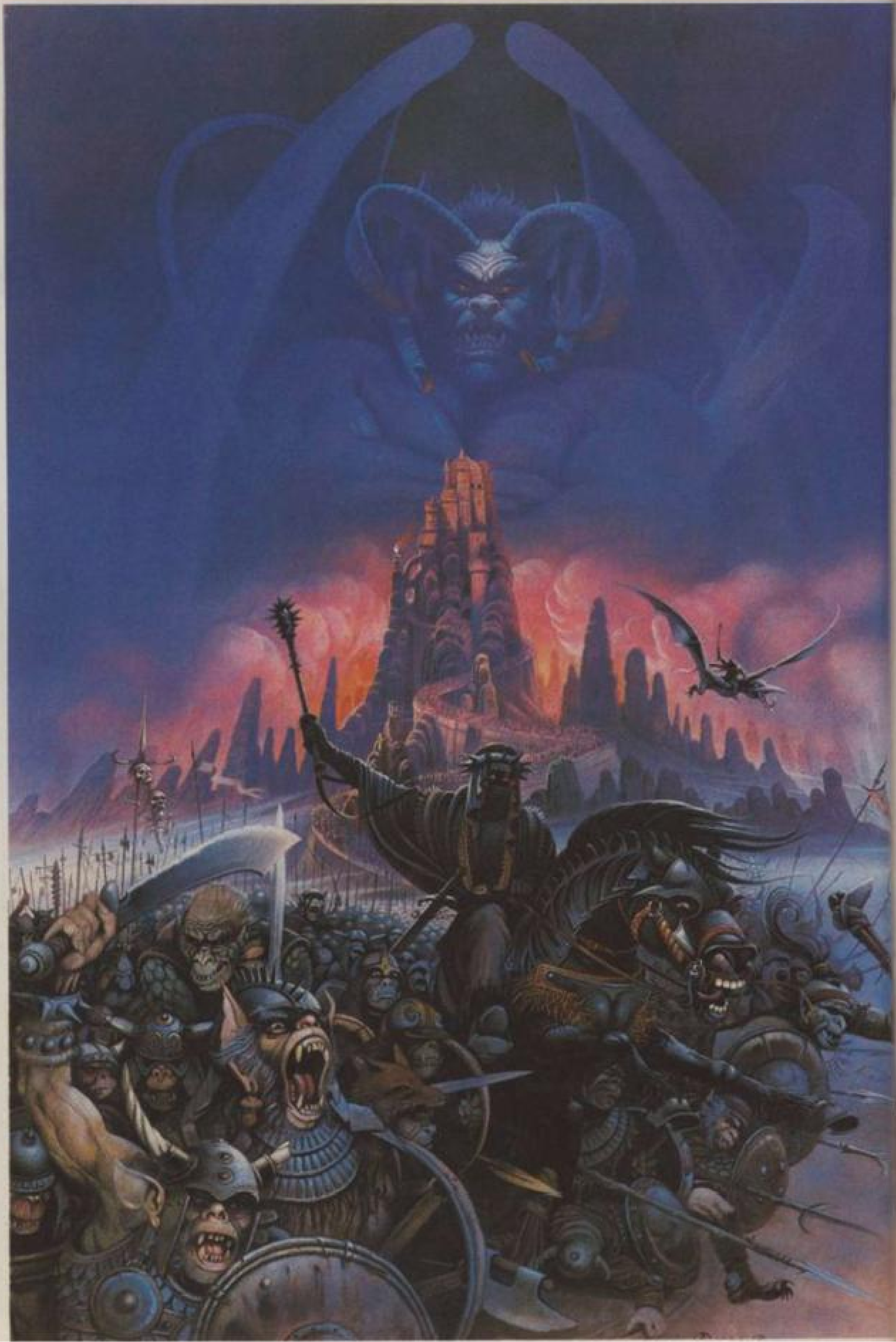
*Shatter* has never been done before. Pick up a copy and join the experiment.

● *For those of you who would like to know exactly how it's done, artist Mike Saenz gives a step-by-step demonstration and shares some of his art secrets in* Comics Interview 21, *available at specialist comic stores.* Shatter *and other First Comics products are also available at your local comic book store.*



# THE LORD O

An exclusive preview of the new advent



**The world awaits the coming of the Dark Lord with dread in their hearts. Will there be an adventurer brave enough to confront the forces of evil and bring the Dark Lord to his knees? Will there be an adventurer tough enough to spend night after night battling with the mystic keyboard in an attempt to overthrow the latest threat to the well being of the world? The Dark Lord is Philip Mitchell. His latest attack on your sanity comes in the shape of his new long awaited adventure based on Tolkien's *Lord of the Rings* trilogy. *C&VG*'s editor TIM METCALFE talked to Melbourne House's ace programmer about his latest and greatest game.**

# F THE RINGS

## nture based on Tolkien's Middle Earth trilogy

You probably couldn't get a greater contrast between Tolkien's rolling green countryside dotted with forests, mysterious lakes and dark towers and the sun-soaked land of Australia.

But that's where Tolkien's imaginary and magical world of the *Lord of the Rings* is being translated into computer language by the man who put graphics into the adventurer's vocabulary — Philip Mitchell.

Philip's first major adventure success was *The Hobbit*, the game which took the world by storm and turned more gamesters onto adventure games.

Looking back on the success of *The Hobbit* — which continues to sell in its many and varied forms — Philip says: "I had no idea when we released *The Hobbit* that it would go on this long. It really has turned into a little monster!"

The long awaited sequel, *Lord of the Rings*, is nearing completion. Philip has been working on the program for the last six months — but people have been developing the game for at least nine months.

Just like a movie, an adventure game needs a screenplay or storyline which provides a basis for the game. Michael O'Rourke is the man who is translating Tolkien's words into a plot. Philip then works with two other Melbourne House programmers on the code using his specially developed code program.

The first *Lord of the Rings* game is based on the first part of the trilogy, *Fellowship of the Ring*, in which Frodo discovers the secret of the mysterious ring which old Bilbo has carried around for years and sets out on his dangerous quest to destroy the Ring and defeat the Dark Lord's evil plans.

The first adventure is split into two parts — and will be released this month (September). Solve the first part and you'll be able to load part two.

The second and third parts of the Ring trilogy will be released at 12 month intervals, says Philip. Each will come with a copy of the relevant Tolkien novel.

"Part of the problem with the first part of *Lord of the Rings* is that not a lot happens!" Philip told me. "So what we've done is take the basic goal — to reach Rivendell — and use the characters and basic situations featured in the book to create problems within the adventure. In the book the Black Riders play a minor part — in the game they get a bigger part!"

There will be lots of pretty graphics too — but maybe in a narrower "window" than *The Hobbit*. "At some stage there will have to be a trade-off between the complexity of the text and the graphics," says Philip.

"The limitations we're working within — the limited capacity of the machines — doesn't allow us to do justice to both at present." But Philip is still determined to improve on *The Hobbit* — and on his controversial *Sherlock* adventure.

"Sherlock was an attempt to improve the vocabulary of *The Hobbit*. But we found ourselves going down a bit of a blind alley. So, for *Lord of the Rings* we went back to *The Hobbit* and began again. We've effectively improved on the vocabulary and communication between characters in *The Hobbit*. It's completely different from *Sherlock*."

"In *Lord of the Rings* it will be possible to ask questions and answer questions and talk to the other characters in a fairly sophisticated way. We've attempted to make the program deal with as many different kinds of conversation as possible."

"People have waited a long

## PROGRAMMER PROFILE

**Name:** Philip Mitchell
**Born:** Melbourne, Australia, 1961
**Games:** *Penetrator, The Hobbit, Mugsy, Sherlock, Lord of the Rings.*

Four games — four smash hits. That's the astonishing track record of *Lord of the Rings* programmer **Philip Mitchell**.

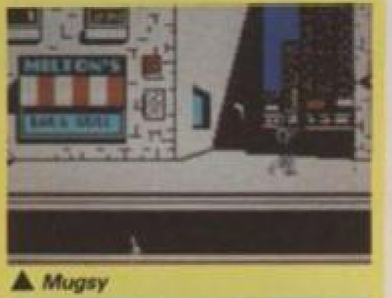
Can he make it five out of five with *Lord of the Rings*? Only time will tell — but Philip's reputation must mean that there's every chance that LoR will be a top ten smash.

Philip began his programming career with Melbourne House after taking a computer science degree at university. He's stayed with the company ever since — creating one of the best Scramble-clones ever seen on the Spectrum in *Penetrator*, breaking new ground with *The Hobbit* and *Mugsy* and getting involved with a bit of controversy with *Sherlock* — an adventure you either loved or loathed.

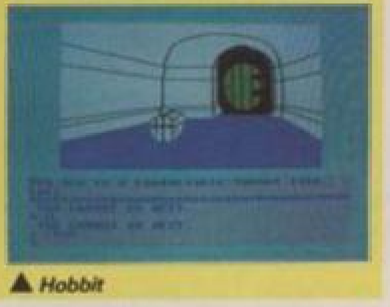
Now everyone is waiting for the launch of his latest — and perhaps greatest — game based on the Tolkien trilogy.

But he's not a total Tolkien addict — "I liked the book. But I'm not a total fanatic," he says.

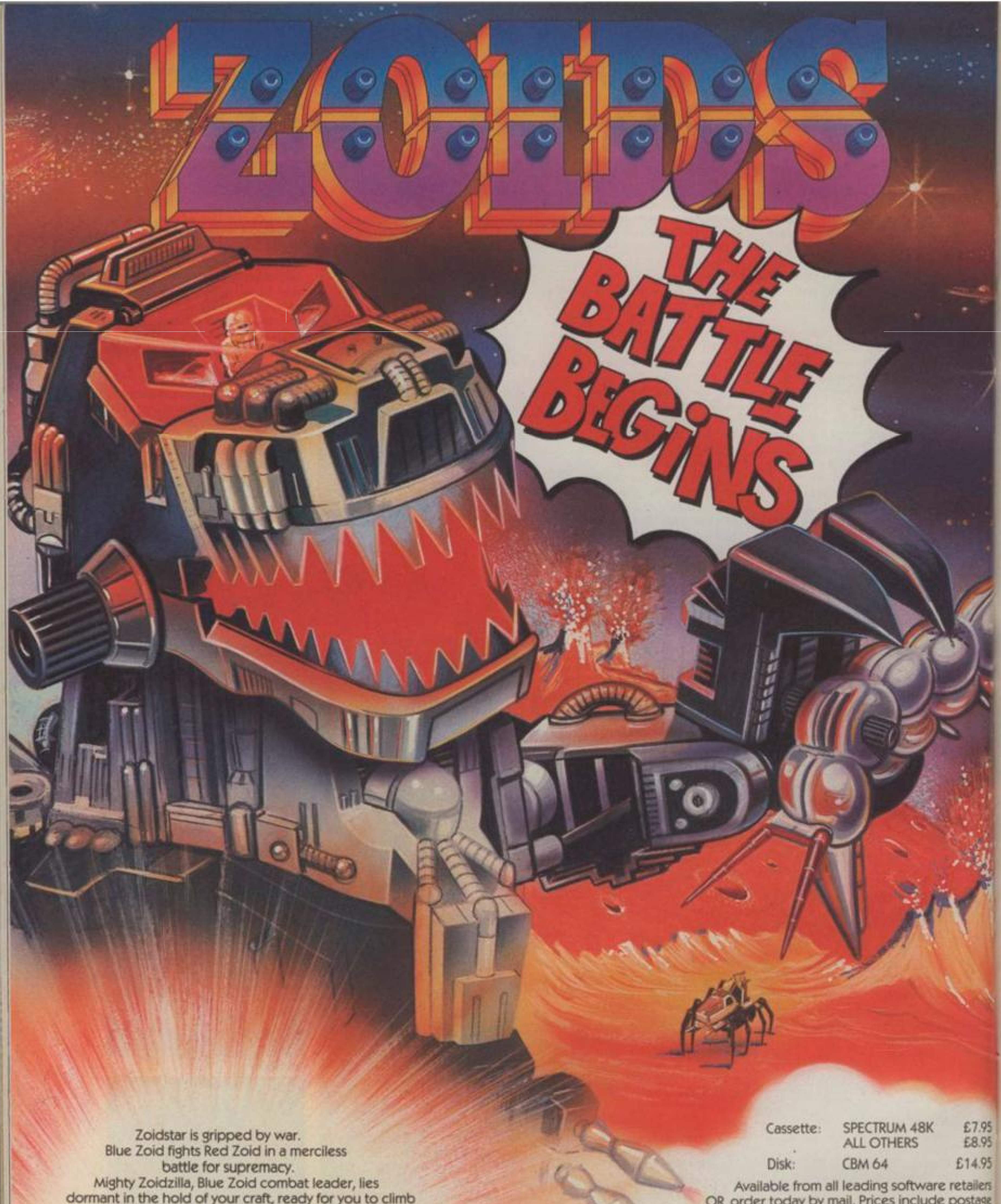
**Favourite food:** Anything Italian, apricots and oysters.
**Favourite drink:** Coffee.
**Favourite computer game:** Classic Adventure on mainframes, Manic Miner.
**Favourite pop groups:** Fleetwood Mac, Eagles.
**Favourite pastimes:** Bush-walking, sitting on the beach.
**Ambitions:** To retire rich and be young enough to enjoy the money!
**Favourite books:** Sci-fi books and authors like Asimov.
**The thing about computing that makes me want to throw up:** "Nobody makes the computer that I really want. It should have at least one megabyte, a 68000 chip and very high-resolution graphics."



▲ *Mugsy*



▲ *Hobbit*



Zoidstar is gripped by war.
Blue Zoid fights Red Zoid in a merciless battle for supremacy.
Mighty Zoidzilla, Blue Zoid combat leader, lies dormant in the hold of your craft, ready for you to climb into its command capsule to merge minds with the powerful machine and take control of this bitter confrontation. Somewhere in the desolate landscape, the Red Zoids lie in wait!
Landing preparations are complete. The descent begins.
The task which follows will take you to the very limits of your capabilities and imagination.
LIVE THE GAME. BECOME THE MACHINE!

| | | |
|---|---|---|
| Cassette: | SPECTRUM 48K | £7.95 |
| | ALL OTHERS | £8.95 |
| Disk: | CBM 64 | £14.95 |

Available from all leading software retailers OR order today by mail. Prices include postage and packing plus VAT.

**martech**

Martech is the registered trade mark of Software Communications Limited, Martech House,
Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME
PHONE: (0323) 768456
TELEX: 87465 EXIM Brighton

**48K SPECTRUM • COMMODORE 64**
**BBC'B' • AMSTRAD • MSX • ATARI**

**TOMY**

● CONTINUED FROM PAGE 35

time for the sequel to *The Hobbit* and I'm sure they won't be disappointed. I feel that *Lord of the Rings* is going to be a really good game," Philip adds.

At the end of the first book, *The Fellowship of the Ring*, Frodo and his trusty friend Sam Gamgee set off into the Land of Shadow. Part two, *The Two Towers*, tells of the deeds of the different members of the Fellowship and of the coming of the Great Darkness. Part three, *The Return of the Ring* relates the story of the last defence against Saruman and the end of Frodo's quest to destroy the ruling Ring.

It's certainly a massive task to translate Tolkien's books and turn them into an adventure — while retaining their magical quality. But we're sure that Philip Mitchell is the man for the job.

If he thinks *The Hobbit* is a monster — just wait until the Dark Lord of Melbourne House unleashes *lord of the Rings* on an expectant world.

### ● ABOUT THE ILLUSTRATOR

**Chris Achilleos** is the artist who created our stunning front cover illustration and the other pictures you'll find on this page.

Chris began his artistic life at Hornsey Art College where — strangely enough — he was following a technical illustration course. Even then he was interested in fantasy art — and was soon breaking all the rules and indulging in his favourite style of work, which needless to say wasn't technical illustration!

His work can be seen on several Games Workshop role-playing game packages and on the *Star Trek* and *Dr Who* paperbacks.

Among his other claims to fame is his design work on the cult animated movie *Heavy Metal* — which if you haven't seen you should look out for.

Chris has a burning ambition. To create an illustrated book based on the Siege of Troy.

His advice to budding artists is to decide what field you want to get into very early — and keep drawing at home!

# DRAW A HOBBIT

**● Now, win a very special edition of the Lord of the Rings trilogy — plus a copy of the Melbourne House game — hot off the press!**

What does a Hobbit look like? Do you know? Here at *C&VG* opinions are divided — so to stop all the arguments we decided to ask YOU. And to make your answer a bit more interesting we've come up with some great prizes for the best Hobbit pics!

What do you get for all your artistic endeavour? A mega-prize that's what! We've got three very special editions of Tolkien's *Lord of the Rings* trilogy to give away absolutely free to the lucky people we think have drawn us the best looking Hobbit. The book is embossed with gold (OOOOOOHH!) and printed on special paper (AAAAAHHHHH!) and comes in a special box (WHOOOOOOOO!). And the three winners get even more goodies thanks to those lovable people from Melbourne House — each one will receive a copy of the first *Lord of the Rings* adventure hot off the press! We'll throw in three of our brand new *C&VG* t-shirts too.

Well, if you're one of our 20 runners-up you could ask for a free copy of the game.

If you don't fancy drawing a Hobbit why not pick your favourite part or character from the Rings and draw him — or even just draw us a scene from the books. It's really quite simple!

Normal *C&VG* competition rules apply, the editor's decision is final. Please get all entries to us by October 16th for judging.

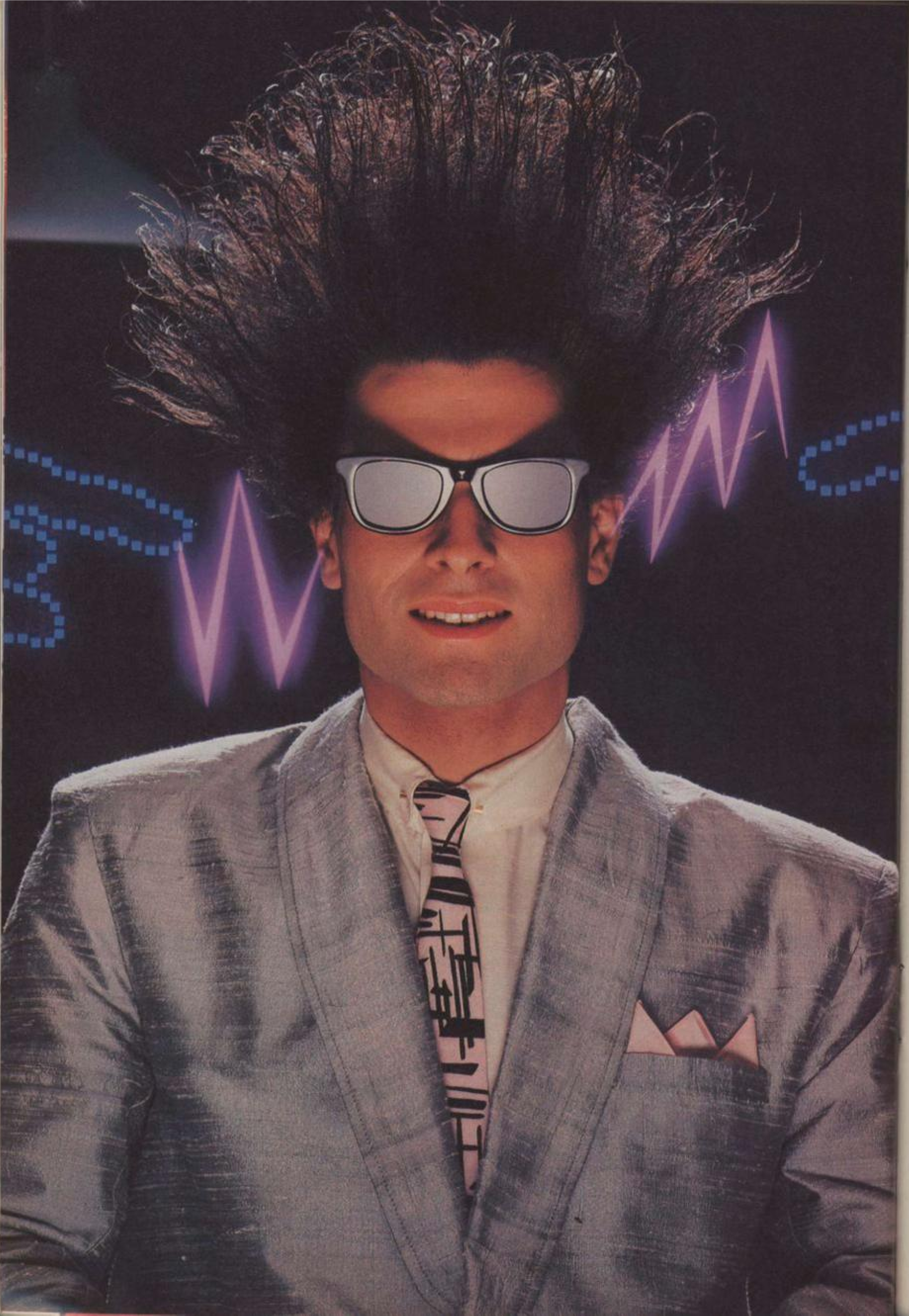
Don't delay — enter today. You never know, it could be the start of a really bad Hobbit . . . or some really bad jokes.

Please fix this coupon to your entry!
C&VG/MELBOURNE HOUSE
LORD OF THE RINGS COMPETITION

Name

Address

Computer I own (tick box)
Spectrum ☐ Amstrad ☐ C64 ☐ BBC ☐



# Nice Password.
# Shame about the Identity.

It's a unique combination.

Your Special Identity Number and Personal Password. The valuable key to huge databases teeming with activity, set on our Mainframes across the nation.

On Micronet 800, you're a valued individual, adding your own special flavour and personality to the database.

Take our exciting new "Gallery"- You control your personal screens for all to see. The intriguing "Chatline" public conversation service gives you freedom to express your views and meet some remarkable people.

All part of a tremendous Communications section that networks you to 60,000 Micronet and Prestel users across the country. Try Teleshopping, or interview celebrities live on "Celebrity Chatline" every Wednesday night.

And there's FREE (& instant) National Electronic Mail, plus International Telex, and the Contact and SwapShop bulletin boards.

Get computer news first on Micronet's daily (and controversial) "Newsflashes" and read up on the latest reviews and courses. Feast from our regularly changing menu of programs to download straight into your micro - absolutely free.

You also get access to Educational Computing's "School Link" and Prestel's huge 300,000 page database, including world news, business & share bulletins and optional homebanking. For only £16.50 per quarter, that's less than the price of a daily paper!

Micronet is unique amongst networks and bulletin boards as it keeps your phone costs very low with special local* rate calls whenever you connect up – that's around 40p for a whole hours entertainment each evening.

The only accessory you need is a Modem, to get the best value for money around in micro communications.

Fill in the coupon for the full facts and send to Micronet 800, 8 Herbal Hill, London EC1R 5EJ. But be warned, Micronet 800 is a 'living' service with ever-expanding features. So maybe you'd be better to call in at your local Micronet 800 Action Station. There are thousands of Micronetters waiting to meet you!

micronet
800

To: MICRONET 800, Durrant House, 8 Herbal Hill,
London EC1R 5EJ. Telephone 01-278 3143.
Please send me the full facts about Micronet 800.

Name ____________________

Make/Model of Micro ____________________

Address ____________________

____________________

____________________

Telephone ____________________

C&VG10

---

* For 98% of telephone users.

Prestel is a trademark of British Telecommunications plc.

On Prestel

# SEE MICRONET 800 IN ACTION

## At selected Boots, Laskys, John Lewis & your local computer store

### AVON

**Bath.** Boots, 1 Marchants Passage, Southgate. Tel: 0225 64402.
**Bristol.** Boots, 59 Broadmead Tel: 0272 293631.
**Weston Super Mare.** Peter Castell Ltd, 28 Orchard Street. Tel: 0934 24778.

### BEDFORDSHIRE

**Bedford.** Boots, The Harpur Centre, Harpur Street. Tel: 0234 56231.
**Bedford.** Software Centre, 52a Bromham Road, Tel: 0234 44733.
**Leighton Buzzard.** DJ Computers, 17 Bridge Street, Tel: 0525 383929.
**Luton.** Boots, 82-86 Arndale Centre, Tel: 0582 20592.

### BERKSHIRE

**Slough.** Boots, 178-184 High Street, Tel: 0753 .27267.
**Maidenhead.** Boots, 54-58 High Street. Tel: 0628 27892.

### BUCKINGHAMSHIRE

**Milton Keynes.** Boots, 18 Crown Walk, Secklow Gate West Tel: 0908 607327.
**Milton Keynes.** Depson Business Systems, 65 Aylesbury Street, Bletchley. Tel: 0908 367446.
**Aylesbury.** Boots, 69-70 Friars Square. Tel: 0296 83661.
**Chesham.** Reed Photo & Computers, 113 High Street. Tel: 0494 783373.

### CAMBRIDGESHIRE

**Cambridge.** Boots, 65-67 Sidney Street and 28 Petty Curry Street. Tel: 0223 350213
**Cambridge.** Cambridge Computer Store, 4 Emmanuel Street. Tel: 0223 358264
**Peterborough.** Boots, 40-42 Bridge Street. Tel: 0733 65352.
**Peterborough.** Logic Sales, Unit 6 Midgate Parade, Tel: 0733 49696.
**St Neots.** Compute, 3 Cross Keys. Tel: 0480 72013

### CHESHIRE

**Chester.** Boots, 47-55 Foregate Street. Tel: 0244 28421
**Chester.** Computer Link, 21 St. Werburgh Street. Tel: 0244 316516.
**Crewe.** Midshires Computer Centre, 57 Earle Street. Tel: 0270 589191.
**Macclesfield.** Computer Centre, 68 Chestergate. Tel: 0625 618827.
**Warrington.** Boots, 39-45 Bridge Street. Tel: 0925 574825.

### CLEVELAND

**Middlesborough.** Boots, 88-90 Linthorpe Road, The Cleveland Centre. Tel: 0642 249616.
**Darlington.** Darlington Computer Shop, 75 Bondgate. Tel: 0325 487478.

### CORNWALL

**St. Austell.** AB&C Computers, Duchy House, 6 Lower Aylmer Square, Tel: 0726 64463.
**Bodmin.** Microtest, 18 Normandy Way, Tel: 0208 3171/3182

### CUMBRIA

**Kendal.** The Kendal Computer Centre, Stramongate. Tel: 0539 22559.
**Whitehaven.** PD Hendren, 15 King Street. Tel: 0946 2063.
**Workington.** Technology Store, 12 Finkle Street. Tel: 0900 66972.
**Penrith.** Penrith Communications, 14 Castlegate. Tel: 0768 67146.

### DERBYSHIRE

**Alfreton.** Gordon Harwood, 69-71 High Street. Tel: 0773 836781.
**Chesterfield.** Boots, 35-37 Low Pavement, Market Place. Tel: 0246 203591.
**Derby.** Boots, 1 Devonshire Walk. Tel: 0332 45886.
**Derby.** First Byte Computers, 10 Main Centre, London Road. Tel: 0332 365280.

### DEVON

**Exeter.** Boots, 251 High Street, Tel: 0392 32244.
**Exeter.** Open Channel, Central Station, Queen Street. Tel: 0392 218187.
**Paignton.** Computer Systems Ltd, 35 Hyde Road. Tel: 0803 524284.
**Plymouth.** Syntax, 76 Cornwall, Street. Tel: 0752 28705.
**Plymouth.** Computer Base, 21 Market Avenue. Tel: 0752 672128.
**Plymouth.** Boots, 2-6 New George Street. Tel: 0752 266271.
**Seaton.** Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
**Tiverton.** Actron Microcomputers, 37 Bampton Street. Tel: 0884 252854.

### DORSET

**Bournemouth.** Lansdowne Computer Centre, 1 Lansdowne Crescent. Lansdowne. 0202 20165.
**Dorchester.** The Paper Shop, Kings Road. Tel: 0305 64564.
**Poole.** Lansdowne Computer Centre, 14 Arndale Centre. Tel: 0202 670901.

### ESSEX

**Basildon.** Basildon Software Centre, 78-80 Liberty Shopping Hall, East Square. Tel: 0268 27922.
**Braintree.** Mirage Micros, 24 Bank Street. Tel: 0376 48321.
**Chelmsford.** Maxton Hayman, 5 Broomfield Road. Tel: 0245 354595.
**Colchester.** Boots, 5-6 Lion Walk. Tel: 0206 577303.
**Colchester.** Colchester Computer Centre, 3a Short Wyre Street. Tel: 0206 47242.
**Grays.** H. Reynolds, 79 Orsett Road. Tel: 0375 5948.
**Harlow.** Harlow Computer Centre, 17 Staple Tye. Tel: 0279 22846.
**Hornchurch.** Comptel Computer Systems, 112a North Street. Tel: 0402 446741.
**Ilford.** Boots, 177-185 High Road. Tel: 01-553 2116.
**Romford.** Software Plus, 72 North Street. Tel: 70 65271.
**Southend-on-Sea.** Computerama, 88 London Road. Tel: 0702 335443.
**Southend-on-Sea.** Computer Centre, 336 London Road. Tel: 0702 337161.
**Southend-on-Sea.** Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

### GLOUCESTER

**Cheltenham.** Screen Scene, 144 St. Georges Road. Tel: 0242 528979.
**Gloucester.** Boots, 38-46 Eastgate Street. Tel: 0452 423501.

### HAMPSHIRE

**Basingstoke.** Boots, 15 Old Basing Mall. Tel: 0256 51611.
**Bournemouth.** Boots, 18-20 Commercial Road. Tel: 0202 21713.
**Fareham.** Electronequip, 36-38 West Street. Tel: 0329 230670.
**Fareham.** Boots, 21 Westbury Mall. Tel: 0329 232011
**Portsmouth.** Micro Choice, 159 Havant Road, Drayton. Tel: 0705 327591.
**Portsmouth.** RDS Electrical (Portsmouth) Ltd, 157-161 Kingston Road. Tel: 0705 812478.
**Portsmouth.** Boots, 194/204 Commercial Road, Tel: 0705 825248.
**Southampton.** Boots, 23-29 Above Bar Street. Tel: 0703 333983.
**Waterlooville.** GB Microland, 7 Queens Parade, London Rd. Tel: 0705 259911.

### HERTFORDSHIRE

**Potters Bar.** The Computer Shop, 197 High Street. Tel: 0707 44417.
**Stevenage.** DJ Computers, 11 Town Square. Tel: 0438 65501.
**Watford.** SRS Microsystems, 94 The Parade, High Street. Tel: 0923 26602.
**Welwyn Garden City.** DJ Computers. 40 Fretherne Road. Tel: 96 28444

### HUMBERSIDE

**Beverley.** Computing World, 10 Swabys Yard, Dyer Lane. Tel: 0482 881831.
**Grimsby.** R.C. Johnson Ltd, 22 Friargate, River Head Centre, Tel: 0472 42031.
**Hull.** Boots, 48-58 Prospect Centre. Tel: 0482 22334.
**Hull.** Computer Centre, 26 Analby Road. Tel: 0482 26297.

### ISLE OF MAN

**Douglas.** T.H. Colebourn, 57-61 Victoria Street. Tel: 0624 73482.

### KENT

**Ashford.** DGH, 10 North Street. Tel: 0233 32597.
**Beckenham.** Supa Computers, 425 Croydon Road. Tel: 01-650 3569.
**Bromley.** Boots, 148-154 High Street. Tel: 01-460 6688.
**Chatham.** Boots, 30-34 Wilmott Square, Pentagon Centre. Tel: 0634 405471.
**Gravesend.** Gravesend Home Computers, 39 The Terrace. Tel: 0474 28871.
**Folkstone.** Boots, 24-26 Sandgate Road. Tel: 0303 54007
**Maidstone.** Boots, 56-62 King Street. Tel: 0622 53912.
**Maidstone.** Kent Micros, 52 Union Street. Tel: 0622 52784.
**Rainham.** Microway Computers, 39 High Street. Tel: 0634 376702.
**Sevenoaks.** Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
**Shortlands.** The Village House of Computers, 87 Beckenham Lane. Tel: 01-460 7122.
**Sittingbourne.** Computer Plus, 65 High Street. Tel: 0795 25677.
**Tunbridge Wells.** Boots, 7-11 Calverley Road. Tel: 0892 26486.
**Tunbridge Wells.** Modata Computer Centre, 28-30 St. Johns Road. Tel: 0892 41555.

### LANCASHIRE

**Blackpool.** Boots, 28-38 Bank Hey St & Victoria St. Tel: 0253 22276.
**Blackpool.** Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
**Bolton.** Computer World UK. 208 Chorley Old Road. Tel: 0204 494304
**Burnley.** IMO Computer Centre, 39-43 Standish Street. Tel: 0282 54299.
**Lancaster.** Northern Lights, 89 Scotforth Road. Tel: 0524 62634.
**Preston.** 4Mat Computing, 67 Friargate. tel: 0772 561952.
**Rochdale.** Boots, 50 Market Way. Tel: 0706 53225.

### LEICESTERSHIRE

**Leicester.** Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
**Leicester.** DA Computers 104 London Road. Tel: 0533 549407.
**Market Harborough.** Harborough Home Computers. 7 Church Street. Tel: 0858 63056.

### LONDON

**W1.** Computers of Wigmore Street, 104 Wigmore Street. Tel: 01486 0373.
**W1.** Galaxy. 230 Tottenham Court Road. Tel: 01-636 6500.
**W1.** Sonic Foto Micro Center, 256 Tottenham Court Road, Tel: 01-580 5826.
**W1.** Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
**WC1.** Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
**W8.** Boots, 127a Kensington High Street. Tel: 01-937 6882.
**SE7.** Vic Oddens Micros, 6 London Bridge Walk. Tel: 01-403 1988.
**SE15.** Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
**EC2.** Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.
**N14.** Logic Sales, 19 The Bourne, The Broadway, Southgate, Tel: 01-882 4942.
**N22.** Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
**NW4.** Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
**NW4.** Boots, Brent Cross Shopping Centre. Tel: 01-202 5256/7.
**NW11.** Computers Inc, 86 Golders Green. Tel: 01- 209 0401.

### GREATER MANCHESTER

**Altrincham.** Boots, 13-17 George Sreet. Tel: 061-928 4471
**Hyde.** C Tech Computers, 184 Market Street. Tel: 061-366 8223
**Manchester.** Boots, 32 Market Street. Tel: 061-832 6533.
**Manchester.** Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
**Manchester.** NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
**Marple.** Marple Computer Centre, 106 Church Lane. Tel: 061-449 9933.
**Oldham.** Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
**Oldham.** Boots, 1 Town Square Shopping Centre. Tel: 061-624 2525
**Stockport.** National Micro Centres, 36 St Peters Gate. Tel: 061-429 8080

### MERSEYSIDE

**Liverpool.** Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.
**St Helens.** Microman Computers, Rainford Industrial Estate, Mill Lane, Rainford. Tel: 0744 885242.
**Southport.** Boots, 31-39 Chapel Street. Tel: 0704 33907.
**St. Helens.** Boots, 8 Church Street, 24 La Grange Arcade. Tel: 0744 25488.

### MIDDLESEX

**Harrow.** Camera Arts, 42 St. Anns Road, Tel: 01-427 5469.
**Hounslow.** Boots, 193-199 High Street. Tel: 01-570 0156.
**Southall.** Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
**Teddington.** Andrews, Broad Street. Tel: 01-977 4716.
**Twickenham.** Productive Computers Ltd, 72 Heath Road. Tel: 01-891 4991.
**Uxbridge.** JKL Computers, 7 Windsor Street. Tel: 0895 51815.

### NORFOLK

**Norwich.** Adams, 125-129 King Street. Tel: 0603 22129.
**Thetford.** Thetford CB & Micros, 21 Guildhall Street. Tel: 0842 61645.

### NOTTINGHAMSHIRE

**Mansfield.** Boots, 39 Four Seasons Shopping Centre, Tel: 0623 23089.
**Nottingham.** Boots, 11-19 Victoria Centre. Tel: 0602 470676.
**Nottingham.** Telstar, 280 Huntingdon Street. Tel: 0602 505585.
**Worksop.** Computer Graphix, 32 Bridge Street. Tel: 0909 472248.

### NORTHAMPTONSHIRE

**Kettering.** Boots, 35 Gold Street. Tel: 0536 514675.
**Northampton.** Boots, 9 The Parade. Tel: 0604 22573

### NORTHUMBERLAND

**Morpeth.** Telerents (Northern) Ltd, 31 New Gate Street. Tel: 0607 513537.

### OXFORDSHIRE

**Abingdon.** Ivor Fields Computers, 21 Stert Street, Tel: 0235 21207.
**Banbury.** Computer Plus, 2 Church lane. Tel: 0295 55890.
**Oxford.** Science Studio, 7 Little, Clarendon Street. Tel: 0865 54022.
**Oxford.** Absolute Sound and Video, 19 Old High Street, Headington, Tel: 0865 65661.

### SCOTLAND

**Aberdeen.** Boots, 133-141 Union Street. Tel: 0224 585349.
**Dundee.** Boots, 49-53 High Street, Tel: 0382 21756.
**Edinburgh.** Boots, 101-103 Princes Street. Tel: 031-225 8331.
**Edinburgh.** Microworld Computer Group. 12 Leven Street. Tel: 031 228 1111
**Edinburgh.** Edinburgh Computers, 51-57 Lothian Road. Tel: 031 229 4418.
**Edinburgh.** Silicon Centre, 7 Antigua Street. Tel: 031 557 4546.
**Glasgow.** Boots, 200 Sauchiehall Street. Tel: 041 332 1925.
**Glasgow.** Microworld Computer Group, 11 Bath Street. Tel: 041 332 1116.
**Glasgow.** Boots, Union Street and Argyle Street. Tel: 041 248 7387.
**Glasgow.** Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.
**Glasgow.** Commscot Ltd, 30 Gordon Street. Tel: 041 226 4878.
**East Kilbride.** Boots, 33-37 The Plaza. Tel: 035 52 20629.
**Falkirk.** Boots, 79-91 High Street. Tel: 0324 20535.
**Hamilton.** Tom Dixon Cameras, 8 Cadzou Street. Tel: 0698 283193.
**Peterhead.** North East Computers. 1 Ellis Street. Tel: 0779 79900.

### SHROPSHIRE

**Shrewsbury.** Computerama, 13 Castlegate. Tel: 0743 60528.
**Telford.** Computer Village, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
**Telford.** Telford Electronics, 38 Mall 4. Tel: 0952 504911.

### SOMERSET

**Taunton.** Boots, 64-65 High Street. Tel: 0823 76061.

### STAFFORDSHIRE

**Newcastle-under-Lyme.** Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
**Stoke on Trent.** Town Computer Store, 30 Town Road, Hanley. Tel: 0782 287540.
**Stoke on Trent.** Boots, 3-5 Market Square, Hanley. Tel: 0782 23271.

### SUFFOLK

**Bury St. Edmunds.** Boots, 11-13 Cornhill. Tel: 0284 701516.
**Bury St. Edmunds.** The Suffolk Computer Centre, 1-3 Garland Street. Tel: 0284 705503.
**Ipswich.** Computer Magic, 24 Crown Street. Tel: 0473 50965.

### SURREY

**South Croydon.** Concise Computer Consultants. 1 Carlton Road. Tel: 01-681 6842.
**Croydon.** The Vision Store, 53-59 High Street. Tel: 01-686 6362.
**Croydon.** Boots, The Mall, 12-18 Whitgift Centre. Tel: 01-688 6021.
**Epsom.** The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
**Guildford.** Guildford Computer Centre, 5 The Quadrant, Bridge Street. Tel: 0483 578848.
**Wallington.** Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
**Woking.** Harpers, 71-73 Commercial Way. Tel: 0486 225657.

### SUSSEX

**Brighton.** Boots, 129 North Street. Tel: 0273 27088.
**Brighton.** Gamer, 71 East Street. Tel: 0273 728681.
**Bognor Regis.** Bits & Bytes, High Street. Tel: 0243 867143.
**Eastbourne.** Boots, 15 Eastbourne Arndale Centre. Tel: 0323 27742.
**Horsham.** Boots, 1 Swan Walk, Tel: 0403 53053.
**Horsham.** Orchard Computer Centre, 34 East Street. Tel: 0403 64884.
**Worthing.** Boots, 48-52 Montague Street. Tel: 0903 207106.

### TYNE & WEAR

**Newcastle-upon-Tyne.** Boots, Eldon Square. Tel: 0632 329844.
**Newcastle-upon-Tyne.** RE Computing, Parkview House, Front Street, 4 Lane Ends. Tel: 091 2701740.
**Sunderland.** Business Micro Communications Ltd, Refuge Assurance Buildings, Saint Thomas Street, West Sunniside. Tel: 0783 654916.

### WALES

**Aberdare.** Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
**Aberystwyth.** Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
**Cardiff.** Boots, 36 Queens Street & 105 Frederick Street. Tel: 0222 31291.
**Cardiff.** The Computer Shop, 41 The Hayes. Tel: 0222 26666.
**Cardiff.** Cardiff Microcomputers, 46 Charles Street. Tel: 0222 373072.
**Newport.** Gwent Computers, 92 Chepstow Road. Tel: 0633 841760.
**Newport.** Boots, 155-156 Commercial Street. Tel: 0633 51212.
**Swansea.** Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.
**Swansea.** The Micro Store, 35-36 Singleton Street. Tel: 0792 46980.

### WARWICKSHIRE

**Coventry.** Boots, 38-42 Corporation Street. Tel: 0203 26561.
**Leamington Spa.** Boots, 31 Parade. Tel: 0926 24945.
**Leamington Spa.** Leamington Hobby Centre 121 Regent Street. Tel: 0926 29211.
**Nuneaton.** Micro City, 1a Queens Road. Tel: 0203 382049.
**Rugby.** O.E.M., 9-11 Regent Street. Tel: 0788 70522.

### WEST MIDLANDS

**Birmingham.** Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
**Dudley.** Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
**Stourbridge.** Walters Computer Systems, 12 Hagley Road. Tel: 0384 370811.
**Walsall.** New Horizon, 1 Goodall Street. Tel: 0922 24821.

### WILTSHIRE

**Trowbridge.** West Wiltshire Micros, Whiteheart Yard. Tel: 02214 67259.

### YORKSHIRE

**Bradford.** Boots, 11 Darley Street. Tel: 0274 390891.
**Doncaster.** Boots, 13-15 French Gate, Tel: 0302 62238.
**Barnsley.** Boots, 34-40 Cheapside. Tel: 0226 82616.
**Huddersfield.** Micro World Computers, 1006-1010 Manchester Road, Linthwaite. Tel: 0484 846117.
**Huddersfield.** Boots, 22 King Street. Tel: 0484 21756.
**Leeds.** Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
**Leeds.** Micro Power, Northwood House, North Street. Tel: 0532 458800.
**Sheffield.** PIP Micro Communications, 9 Taptown Crescent, Broomhill. Tel: 0742 661096.
**Sheffield.** Boots, 4-6 High Street. Tel: 0742 78333.
**Wakefield.** Boots, 26-28 Upper Kirkgate. Tel: 0924 376181.
**York.** York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.

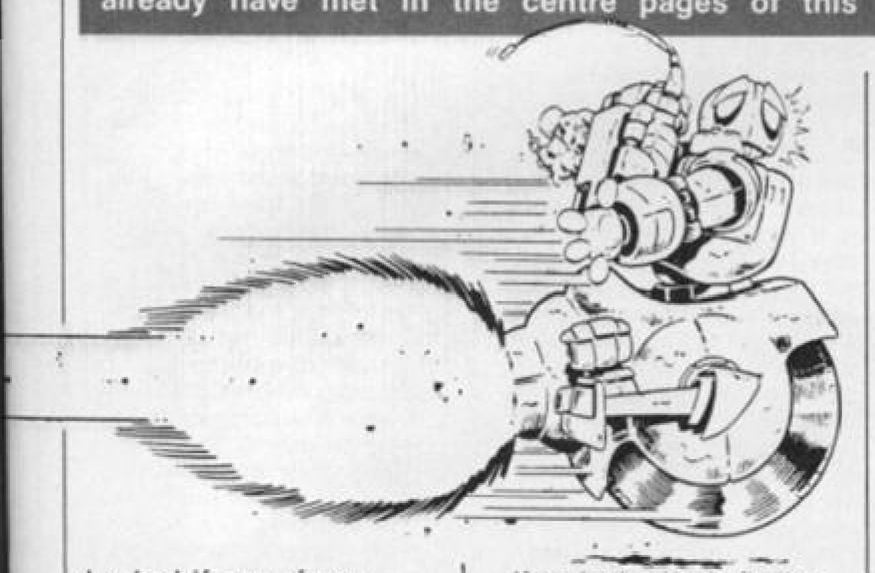
micronet
800

Phone 01-278 3143 for your free information pack now!
Micronet 800, 8 Herbal Hill, London EC1.

# DEAR BUG HUNTERS

## BYE BYE BH!

**And so we bid fond farewell to the original Bug Hunter. But never fear, help is still here! Instead of just one BH, we've got several — in the shape of OTISS, Big Red, X and B-Con — who you may already have met in the centre pages of this magazine. The Bug Hunters will be looking after you from now on — and how! If you need help from the Bug Hunters, write to them at IDEAS CENTRAL, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**



I asked if any of you whizz kids had been adding your own improvements to our listings? Well, sitting on my desk the day after I wrote that (long before any of you lot had a chance to read it) was a letter from **Mr M. Criddle**, with the following improvements for ROCKFALL (Book of Games, July 1985).

Mr. Criddle thought the program was excellent, but found that the scores obliterated the top two lines of the display. This was okay for the first screen, but made the second screen rather difficult, because one of the diamonds was hidden under the top two score lines! We've since had exactly the same complaint from Martin Cowley in Luton, so it must be true. The remedy is to make the following changes:

```
470 ...: FOR n=2 TO 21: ...
490 LET x=INT (RND*10)
*2+2: ...
550 LET x=INT (RND*10)
*2+2: ...
3020 IF nmh<2 OR ...
3510 IF nmh<2 OR ...
4010 IF nh<2 OR ...
```

If anybody else is finding the same problem, you now have a cure. Having said this, I must admit that I didn't have any difficulty when I was playing *Rockfall*. Therefore I can only assume that an error crept into the listing between our tape copy and the printer. It surely couldn't be that I didn't reach screen two, could it? Is this Bug Hunter really losing his touch?

Now to the August issue, and the game *Parachute* for the Commodore 64. Some of you may have already tried out this program and had no problems whatsoever. If this is the case, then you're just lucky enough to have a Commodore which it will work on.

**Dave Mansfield** from St. Ives had no end of trouble. Having spent all that time typing in the listing, he found himself desperately trying to guide his parachute through an invisible maze of caverns — not too easy! The probable reason for this seems to be that some versions of the Commodore 64 do not automatically set the ink colour when you POKE a character to the screen. You'll be all right PRINTing characters, but try POKEing an ASCII character to a screen location and see (or not) whether it is visible. The only way around this is to manually POKE the colour byte.

Hot off the press, Dave has sent us the following corrections for anybody else with the same problem:

```
115 IFX=2THENX=0:
READA,B,C:D=54272
120 FIRI=1984TO1984+34:
POKEI,160:POKEI+D,2:NEXTI
125 FORI=1984+ATO1984+A
+5:POKEI,32:POKEI+D,2:
NEXTI
130 FORI=1984+BTO1984+B
+5:POKEI,32:POKEI+D,2:
NEXTI
135 FORI=1984+CTO1984+C
+5:POKEI,32:POKEI+D,2:
NEXTI
```

This code places a base to the colour byte area into the variable 'D'. The following four loops (previously just using lines 120 and 130) set up the screen as before, but additionally POKE a colour to the appropriate byte in the colour display area.

Last month's issue, when I was going over the problems which had cropped up in the July Book of Games, I mentioned that we'd had a few enquiries concerning the two Atari programs, SHOWJUMPING and POWERBOAT. However, it seemed impossible to tell whether there were really any errors in the listings. The good news is that I've been told both programs work — almost!

The only real problem we were able to find was on the program POWERBOAT. In this, when you hit an obstacle, there is a jump to near the end of the program, where the print statements in lines 5140, 5150 and 5180 are executed. If the obstacle was near the base of the screen, Mr. Downs found that the printing continued over the bottom of the screen, giving a "cursor out of range" error message.

Now I must admit that I didn't have this problem when I was playing the game, but being a Bug Hunter, I very rarely crashed! However, if you have the same problem, then it is easily fixed by adding a POSITION statement at line 5135. Something like:

```
5135 POSITION 4,8
```

should be about right.

So, both programs should now be okay, shouldn't they? Not quite. Only a couple of days later, Paul Rixon was kind enough to send me the following alterations:

```
800 TIME=0
605 SOUND 0,121,6,4:SOUND
2,10,4,6
5140 SOUND 0,0,0,0:SOUND
2,0,0,0
5150 POSITION 0,0:?# 6;
"Score=";SC;"points
150 GRAPHICS 17:POKE 756,
40:POKE 712,146
5180 (delete this line)
```

As you can see, Paul has corrected the scoring, mentioned earlier, set the TIME to zero (he found the game rather boring if you didn't do this), and also improved the sound on the game.

I'd like to thank Paul for

the corrections, and the other readers who let me know when they managed to get the listings working.

Whilst on the subject, let me remind the rest of you that we like to hear when you manage to get a listing to work, as well as when things go wrong.

- Now onto a few of your letters . . .

# DEAR BUG HUNTERS

**Dear BH,**
**I am on the verge of a worldwide breakthrough in computing. On Sunday last, while reading my Atari BASIC reference manual I came across a new device, named device S: which is the TV screen.**

**Out of curiosity, I tried saving my BASIC program that I was writing at the time to device S:. To my surprise, it came out on the screen in machine code! I knew that it was machine code as I had been using my machine code copier earlier. Just like my copier, the words like PRINT, GET and OPEN all come out in graphics symbols.**

**You've probably realised that I have almost found out how to make BASIC programs come out in machine code without buying the £40 assembler cartridge. All I need to do now is to get the machine code from the screen into memory. Can you help please?**

*Mark Corcoran*
*Dundee*
*Scotland*

- I'm afraid that I have some bad news for you. Those strange characters you saw were your BASIC program, all right, but it was still in BASIC. What you saw on the screen is what normally gets recorded on the cassette. The reason words like GET and PRINT came out as graphics characters is a matter of economy.

What the Atari does, and most other computers for that matter, is to use a system known as tokens. When you type in a program and use the word PRINT, for example, the Atari stores it as just one character. This character has a high ASCII code, usually in the range 150-200 or so. This means that five characters of your program can be saved in just 1 character in memory and on tape. When you LIST the program, the tokens are expanded into the correct words.

When you saved the program to the screen, you saw the characters represented by the tokens, just as if you had used the CHR$ function to print them out — and that was what all those strange graphics characters were. So, I'm afraid that you'll still have to buy that cartridge if you want machine code games.

Incidentally, an assembler is a program that helps you to write your own games in machine code. A compiler takes programs already written in BASIC and converts them to machine code.

## COMPETITION TIME

- After our recent moans about Commodore's C2N cassette deck, more letters have been flooding in on the subject. Mr Rolfe from Morecambe in Lancs uses one with his Vic, but it only loads some of his games which he finds annoying. Mrs V Crisp bought one for her son's machine, and has so far got through two of them. Neither would load or save programs properly and the latest word is that it's currently in the post on its way back to Commodore again.

Christopher Jones is 15 and lives in Ravenshead. His C2N was faulty and he took it back to the shop where he bought it. The manager said that there was nothing that he could do, and suggested that Chris buy another one. I can't say for sure that the manager was in the wrong, as I don't have the full story. But, if what you say is the way it happened, then you are certainly entitled to a new C2N or a free repair. Despite what you may be told by a shop manager (he says, putting on his Esther Rantzen hat), it is the retailer's responsibility if a piece of hardware goes wrong. If he tells you that you have to send it back to the manufacturer then tell him he's mistaken.

And so to the competition. David Bremerkamp from Plumstead in London is currently on his third C2N. He has bought the Azimuth Alignment Kit from Interceptor, which solved a few of the problems, but some games still don't load. If you've been through more than three Commodore cassette recorders since you bought your 64 or Vic then drop me a line. And, if you want to nominate another piece of kit for Big Red's Most Unreliable Peripheral of the Month Award then let me know.

Incidentally, I'm keeping a file of all C2N letters so, if Commodore would like to verify them, you only have to let me know.

## ATARI AGAIN

- After the earlier letter on saving Atari programs to the screen, here's one about listing them to disk!

Mark Iremonger from Dublin does this all the time, and it's not as silly as it seems when you think about it. If you list the program to a disk file, you have a text file on the disk that looks exactly like a screen listing. The advantage of this is that you can then use a word processor to edit the program.

If you have both Atari standard BASIC and the Atari Microsoft BASIC, you can even use the Microsoft renumber command on Atari BASIC programs. List the program to disk, then load Microsoft BASIC and load in the Atari BASIC from the disk file. Renumber it and save it again by listing it to disk. Finally, load the program back into Atari BASIC and save it as normal.

Mark's at Elm Grove House, Milltown, Dublin 6, by the way, and would like to hear from any other Atari owners with disk drives. If you fit the bill, why not drop him a line.

## ZX PROGRAMMER

**Dear BH,**
**I'm a video games programmer for the Spectrum, and am currently trying to market one of my programs. The problem is that I do all my work on a Spectrum with a cassette recorder and a ZX Printer. I seem to spend most of my time just loading and saving. How do professional programmers cut down this time? What sort of equipment do they use?**

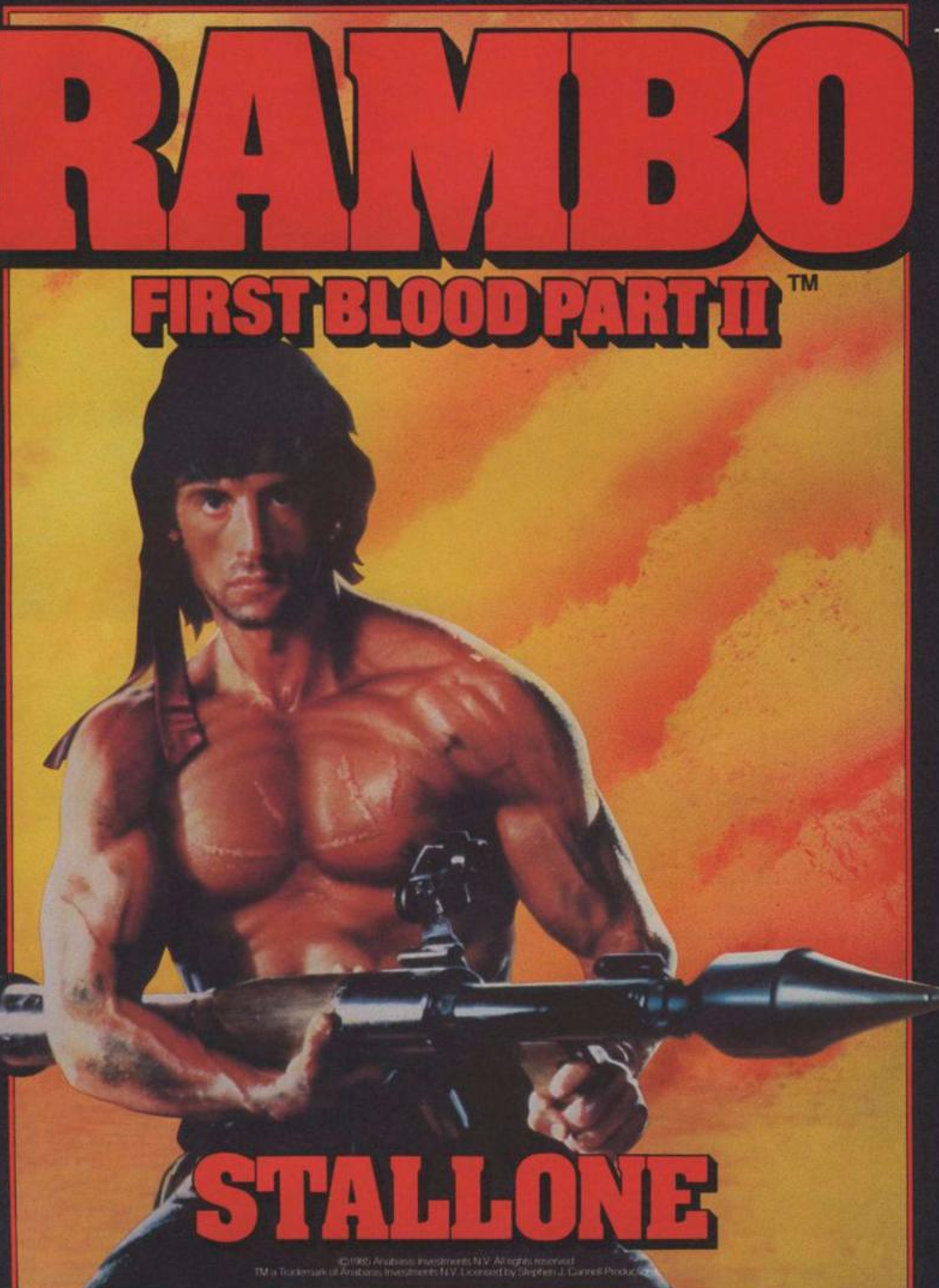
*Eugene Smith*
*Canvey Island*

- Just because the program you are writing is for the Spectrum doesn't mean you have to write it on one. Most professional Speccy programmers use a professional word processor to write their machine code programs. This has the advantage of a better keyboard, fast disk drives and powerful commands for editing programs. To test the program, they download it into a Spectrum through an RS232 interface.

Some development machines will simulate a Spectrum so that you can write and test a program without even laying hands on a Spectrum.

For an immediate and relatively cheap way of speeding things up, Eugene, why not upgrade to a microdrive? You'll really notice the difference.

BUG HUNTERS


RAMBO™
FIRST BLOOD PART II™
STALLONE
©1985 Anabasis Investments N.V. All rights reserved
TM a Trademark of Anabasis Investments N.V. Licensed by Stephen J. Cannell Productio

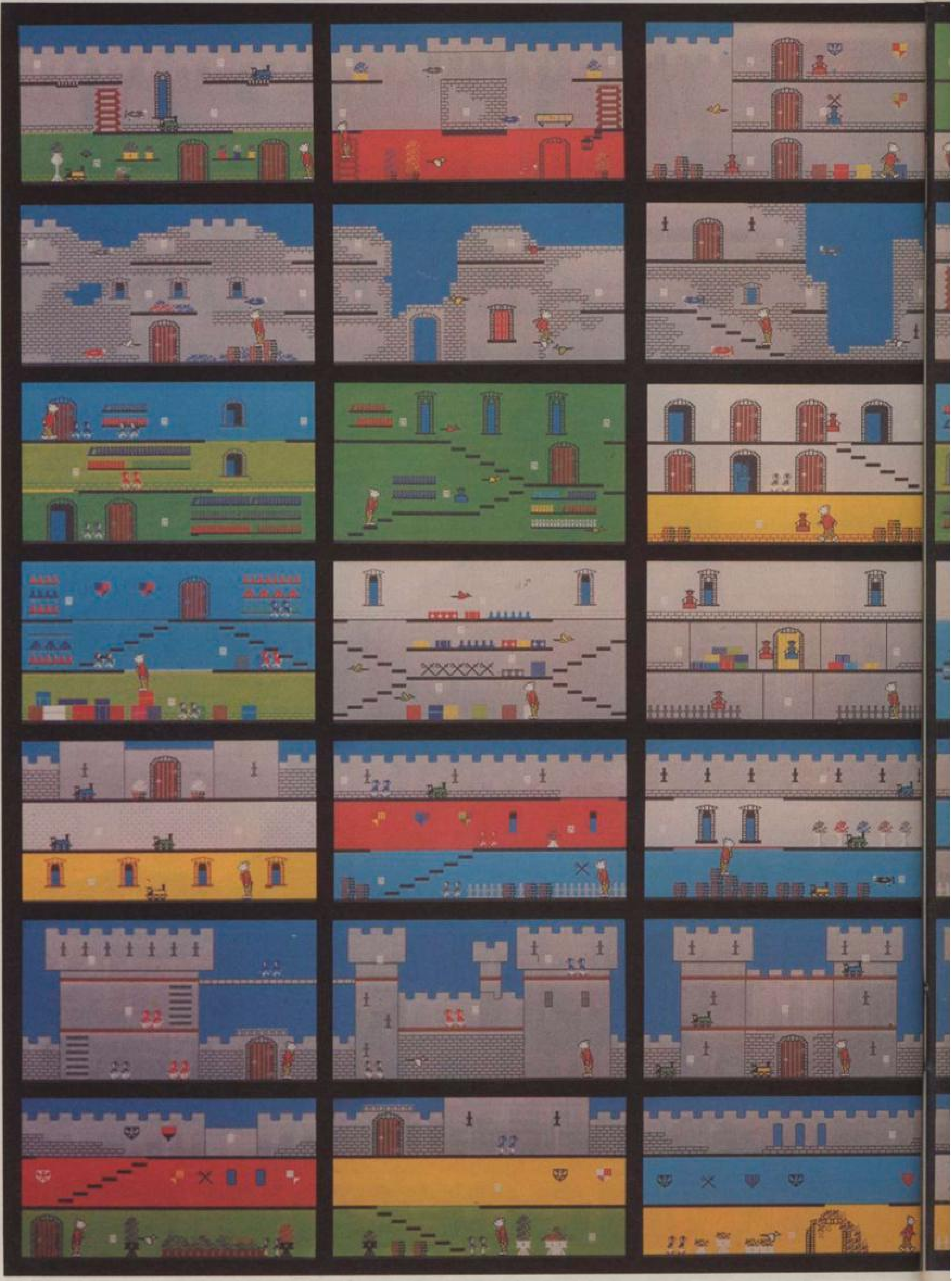
SPECTRUM 48k
**7·95**
*Available NOW*

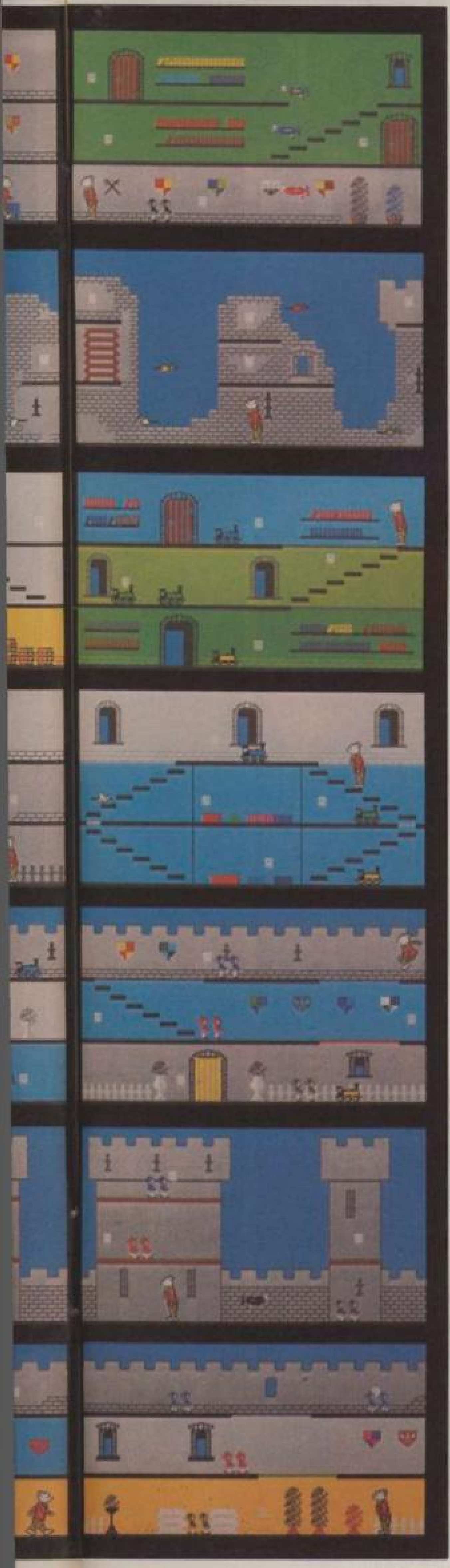
ocean

COMMODORE 64 & AMSTRAD
**8·95**
*COMING SOON*

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977

Ocean Software is available from selected branches of: Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.





## C+VG MAP

# RUPERT
## AND THE TOYMAKER'S PARTY

Programmer Martin Walker is nuts about Rupert the Bear. So nutty that he's even named his home in Lincolnshire Nutwood Cottage! He's just completed a new game based on his cartoon hero called *Rupert and the Toymaker's Party*. On the page opposite we present an exclusive screen by screen map created by Dimension Graphics of the new Quicksilva game. And who better than to give you some hot hints and tips on playing the game than the author himself, Martin Walker. He's written some special rhyming clues to help *C&VG* readers get the most out of the first Rupert game!

Rupert finds the castle stairs
very steep for little bears.
But he soon chances on a way
to help himself this party day.

First he jumps up in the air
and tries to land on the third stair.
From here he's safe from passing toys
and waits to carry on just poised.

Then staying on this self same stair
he bounces up and down right there
— times his jump from down below
then pushes left or right to go.

In the castle may be found
many objects on the ground.
If they're sturdy and quite strong
they can be used to jump up on.

Some are useful in a scrape
to clamber up and then escape.
Others you may find annoy,
if you slip and touch a toy.

Barrels, plantpots and the rest
can be useful in your quest.
But always look before you leap
— or you'll end up in a heap!

Upon his travels Rupert finds
obstacles of many kinds.
Sometimes he must work alone
(when the friendly birds have flown).

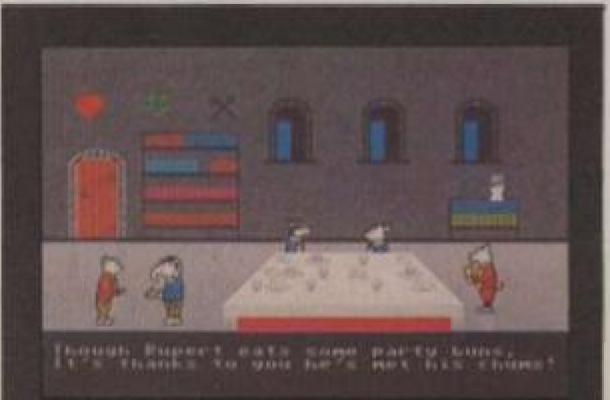
If he cannot hitch a ride
some running jumps must then be tried.
Walk towards the yawning gap
then at the edge the button tap.

Too soon — he'll never make the ledge.
Too late — he'll just drop off the edge.
And do watch out for what's below
since if you slip that's where you'll go.

Finally — just two short hints
you may find help your joystick stints.
Always look for special places,
Safe to stop and watch toy's paces.

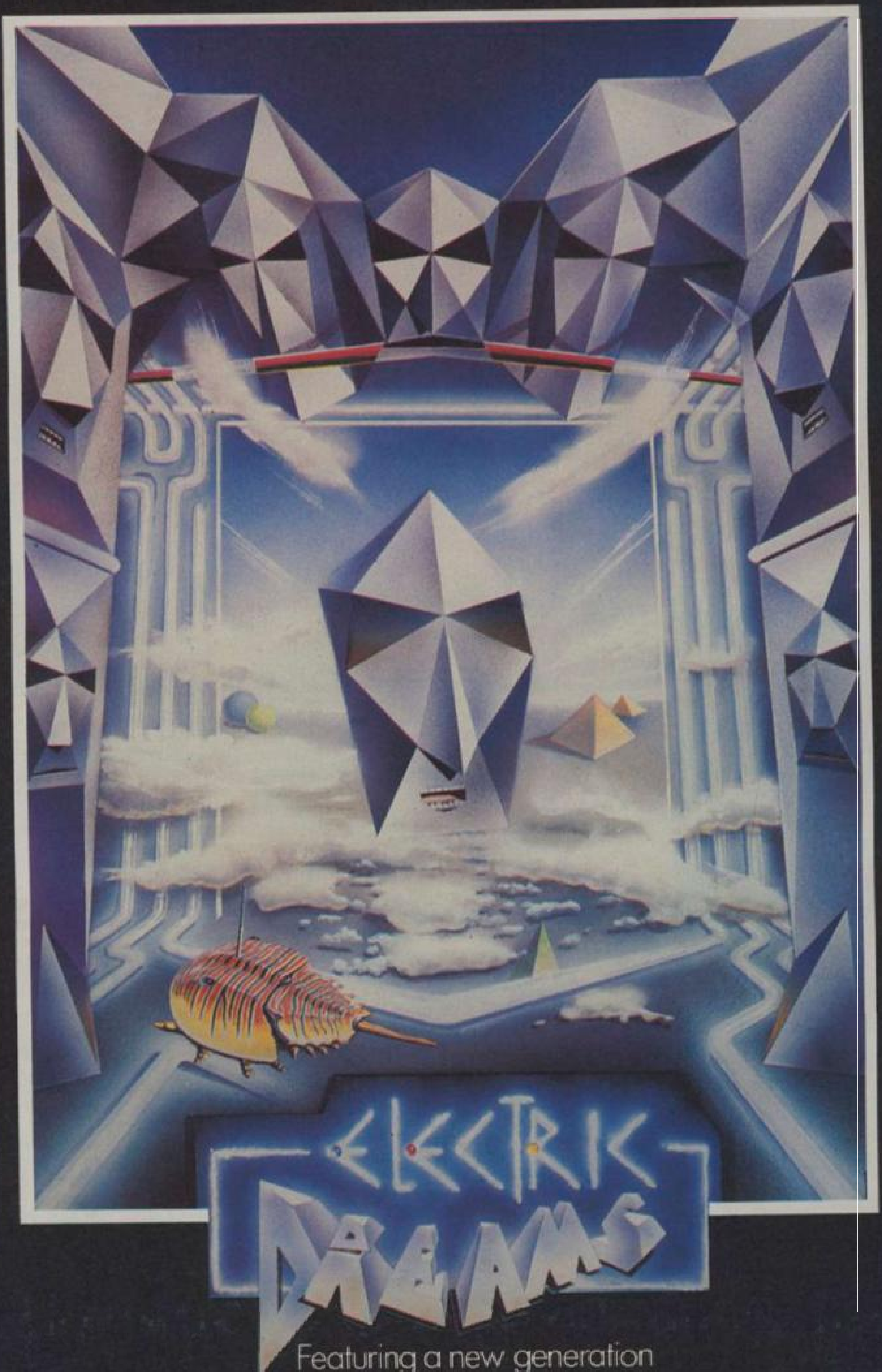
Careful study lets you see
their turning times and strategy.
Remember also I designed
each screen with special skills in mind.

But every time I play the game
I find a route that's not the same.
Puzzles yes — but don't despair,
after all you're Rupert Bear!

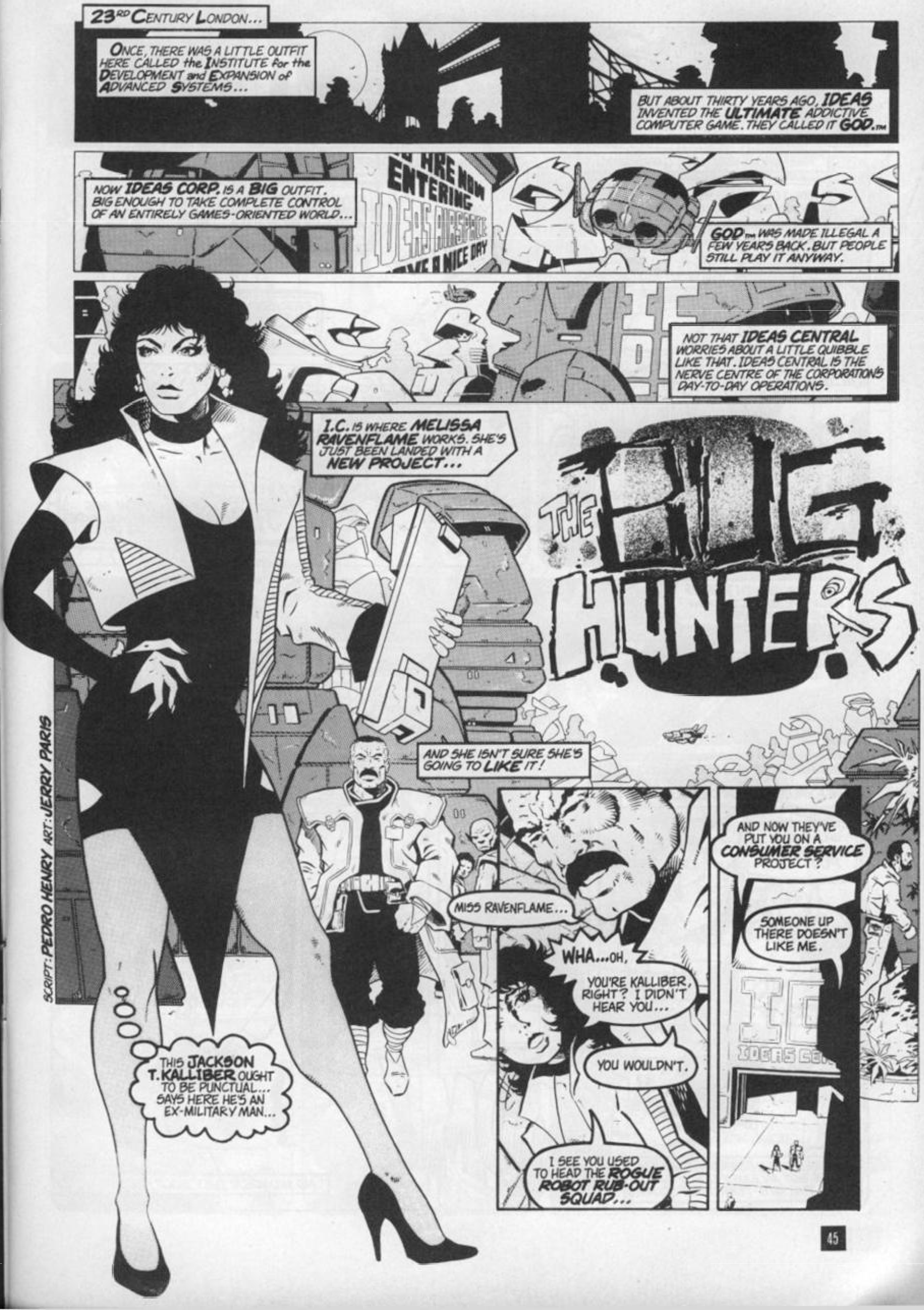


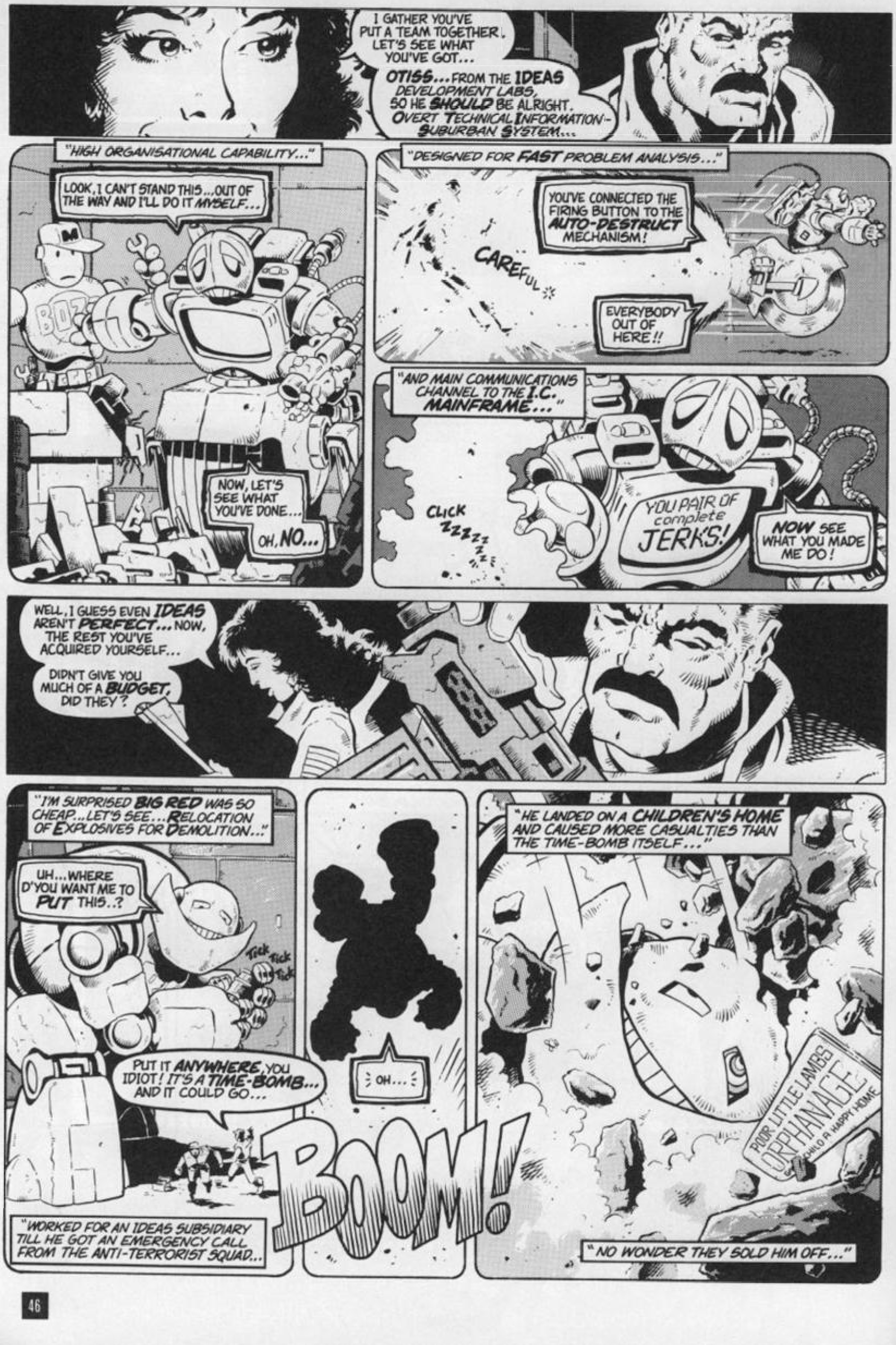
Though Rupert eats some party buns,
It's thanks to you he's met his chums!

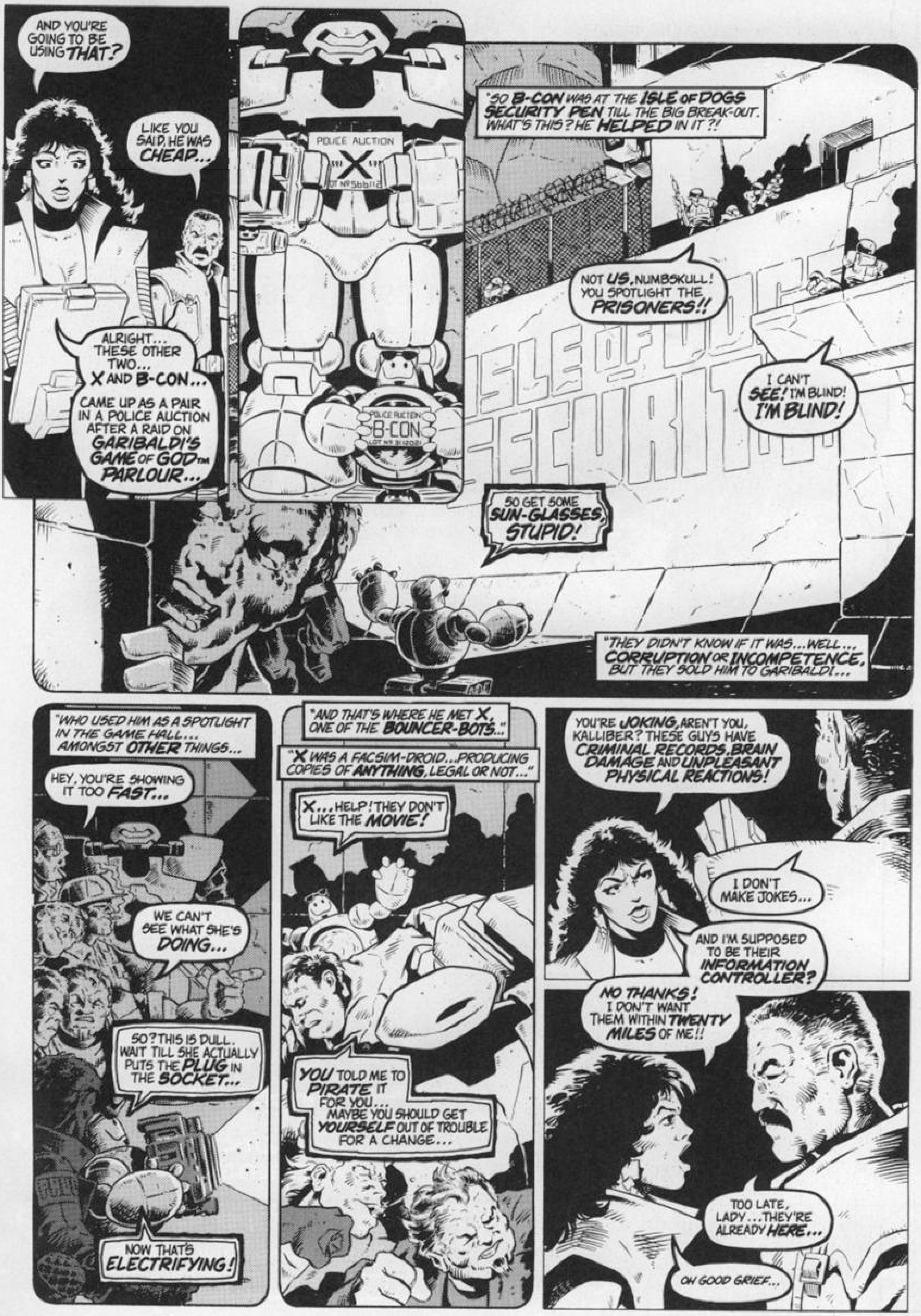
# I, OF THE MASK



Featuring a new generation
of advanced 3D graphic techniques by Sandy White.
Available on the 48K Spectrum from Electric Dreams Software.
31 Carlton Crescent, Southampton. Tel: (0703) 225282


23RD CENTURY LONDON...
ONCE, THERE WAS A LITTLE OUTFIT HERE CALLED the INSTITUTE for the DEVELOPMENT and EXPANSION of ADVANCED SYSTEMS...
BUT ABOUT THIRTY YEARS AGO, IDEAS INVENTED THE ULTIMATE ADDICTIVE COMPUTER GAME. THEY CALLED IT GOD.™
NOW IDEAS CORP. IS A BIG OUTFIT. BIG ENOUGH TO TAKE COMPLETE CONTROL OF AN ENTIRELY GAMES-ORIENTED WORLD...
ARE NOW ENTERING
IDEAS AIRSPACE
VE A NICE DAY
GOD™ WAS MADE ILLEGAL A FEW YEARS BACK. BUT PEOPLE STILL PLAY IT ANYWAY.
NOT THAT IDEAS CENTRAL WORRIES ABOUT A LITTLE QUIBBLE LIKE THAT. IDEAS CENTRAL IS THE NERVE CENTRE OF THE CORPORATION'S DAY-TO-DAY OPERATIONS.
I.C. IS WHERE MELISSA RAVENFLAME WORKS. SHE'S JUST BEEN LANDED WITH A NEW PROJECT...
THE BIG HUNTERS
AND SHE ISN'T SURE SHE'S GOING TO LIKE IT!
SCRIPT: PEDRO HENRY ART: JERRY PARIS
THIS JACKSON T. KALLIBER OUGHT TO BE PUNCTUAL... SAYS HERE HE'S AN EX-MILITARY MAN...
MISS RAVENFLAME...
WHA...OH,
YOU'RE KALLIBER, RIGHT? I DIDN'T HEAR YOU...
YOU WOULDN'T.
I SEE YOU USED TO HEAD THE ROGUE ROBOT RUB-OUT SQUAD...
AND NOW THEY'VE PUT YOU ON A CONSUMER SERVICE PROJECT?
SOMEONE UP THERE DOESN'T LIKE ME.
IC
IDEAS CE


I GATHER YOU'VE PUT A TEAM TOGETHER. LET'S SEE WHAT YOU'VE GOT...
OTISS... FROM THE IDEAS DEVELOPMENT LABS, SO HE SHOULD BE ALRIGHT. OVERT TECHNICAL INFORMATION-SUBURBAN SYSTEM...
"HIGH ORGANISATIONAL CAPABILITY..."
LOOK, I CAN'T STAND THIS...OUT OF THE WAY AND I'LL DO IT MYSELF...
BOZ
NOW, LET'S SEE WHAT YOU'VE DONE...
OH, NO...
"DESIGNED FOR FAST PROBLEM ANALYSIS..."
YOU'VE CONNECTED THE FIRING BUTTON TO THE AUTO-DESTRUCT MECHANISM!
CAREFUL
EVERYBODY OUT OF HERE!!
"AND MAIN COMMUNICATIONS CHANNEL TO THE I.C. MAINFRAME..."
CLICK
ZZZZZ
YOU PAIR OF complete JERKS!
NOW SEE WHAT YOU MADE ME DO!
WELL, I GUESS EVEN IDEAS AREN'T PERFECT... NOW, THE REST YOU'VE ACQUIRED YOURSELF...
DIDN'T GIVE YOU MUCH OF A BUDGET, DID THEY?
"I'M SURPRISED BIG RED WAS SO CHEAP...LET'S SEE...RELOCATION OF EXPLOSIVES FOR DEMOLITION..."
UH...WHERE D'YOU WANT ME TO PUT THIS..?
Tick Tick Tick
PUT IT ANYWHERE, YOU IDIOT! IT'S A TIME-BOMB... AND IT COULD GO...
BOOM!
"WORKED FOR AN IDEAS SUBSIDIARY TILL HE GOT AN EMERGENCY CALL FROM THE ANTI-TERRORIST SQUAD..."
OH...
"HE LANDED ON A CHILDREN'S HOME AND CAUSED MORE CASUALTIES THAN THE TIME-BOMB ITSELF..."
POOR LITTLE LAMBS ORPHANAGE
CHILD A HAPPY HOME
"NO WONDER THEY SOLD HIM OFF..."


AND YOU'RE GOING TO BE USING *THAT?*
LIKE YOU SAID, HE WAS *CHEAP...*
ALRIGHT... THESE OTHER TWO... X AND B-CON...
CAME UP AS A PAIR IN A POLICE AUCTION AFTER A RAID ON *GARIBALDI'S GAME OF GOD™ PARLOUR...*
POLICE AUCTION
X
POLICE AUCTION
B-CON
"SO *B-CON* WAS AT THE *ISLE OF DOGS SECURITY PEN* TILL THE BIG BREAK-OUT. WHAT'S THIS? HE *HELPED* IN IT?!
NOT *US*, NUMBSKULL! YOU SPOTLIGHT THE *PRISONERS!!*
I CAN'T *SEE!* I'M BLIND! *I'M BLIND!*
ISLE OF DOG SECURIT
SO GET SOME *SUN-GLASSES, STUPID!*
"THEY DIDN'T KNOW IF IT WAS... WELL... *CORRUPTION* OR *INCOMPETENCE*, BUT THEY SOLD HIM TO GARIBALDI...
"WHO USED HIM AS A SPOTLIGHT IN THE GAME HALL... AMONGST *OTHER* THINGS...
HEY, YOU'RE SHOWING IT TOO *FAST...*
WE CAN'T SEE WHAT SHE'S *DOING...*
SO? THIS IS DULL. WAIT TILL SHE ACTUALLY PUTS THE *PLUG* IN THE *SOCKET...*
NOW THAT'S *ELECTRIFYING!*
"AND THAT'S WHERE HE MET *X*, ONE OF THE *BOUNCER-BOTS*..."
"*X* WAS A FACSIM-DROID... PRODUCING COPIES OF *ANYTHING*, LEGAL OR NOT..."
*X...* HELP! THEY DON'T LIKE THE *MOVIE!*
*YOU* TOLD ME TO *PIRATE* IT FOR YOU... MAYBE YOU SHOULD GET *YOURSELF* OUT OF TROUBLE FOR A CHANGE...
YOU'RE *JOKING*, AREN'T YOU, KALLIBER? THESE GUYS HAVE *CRIMINAL RECORDS, BRAIN DAMAGE* AND *UNPLEASANT PHYSICAL REACTIONS!*
I DON'T MAKE JOKES...
AND I'M SUPPOSED TO BE THEIR *INFORMATION CONTROLLER?*
*NO THANKS!* I DON'T WANT THEM WITHIN *TWENTY MILES* OF ME!!
TOO LATE, LADY... THEY'RE ALREADY *HERE...*
*OH GOOD GRIEF...*

THERE ARE JOYSTICKS
AND THERE ARE

**EUROMAX**
**ELECTRONICS LTD.**

JOYSTICKS

FROM £9.95-£28.95

**EUROMAX TURBO**
- ★ Top and bottom fire buttons.
- ★ Extremely responsive and positive.
- ★ Built to last.

**EUROMAX ARCADE**
- ★ Rated by 'BIG K' as 'The cheapest stick one can get really enthusiastic about'.
- ★ Positive micro switched action.
- ★ Fully self-centering.

**EUROMAX COMP PRO**
- ★ Top U.K. micro switched joystick.
- ★ Very responsive.
- ★ Highly rated by 'Crash'.

**EUROMAX**
**ELECTRONICS LTD.**

Pinfold Lane, Bridlington,
North Humberside YO16 5XR, England.
Telephone: **0262 601006/ 602541** Telex: 527381 EMAX G.

Ask you local computer store for
details on full range or phone us direct

ACCESS
ACCEPTED

## FORGET THE REST — GET THE BEST

**USE EUROMAX JOYSTICKS**

*SUITABLE FOR ALL POPULAR MICROS*
*THE U.K.'S LEADING QUALITY BRAND.*

*Please send me further details of the Euromax Joystick range.*

NAME........................................................................

ADDRESS....................................................................

.................................................................................

.................................................................................CVG

# Souls of DARKON

SPECTRUM 48K
£7.95

AMSTRAD CPC464
£8.90

commodore 64 £8.90

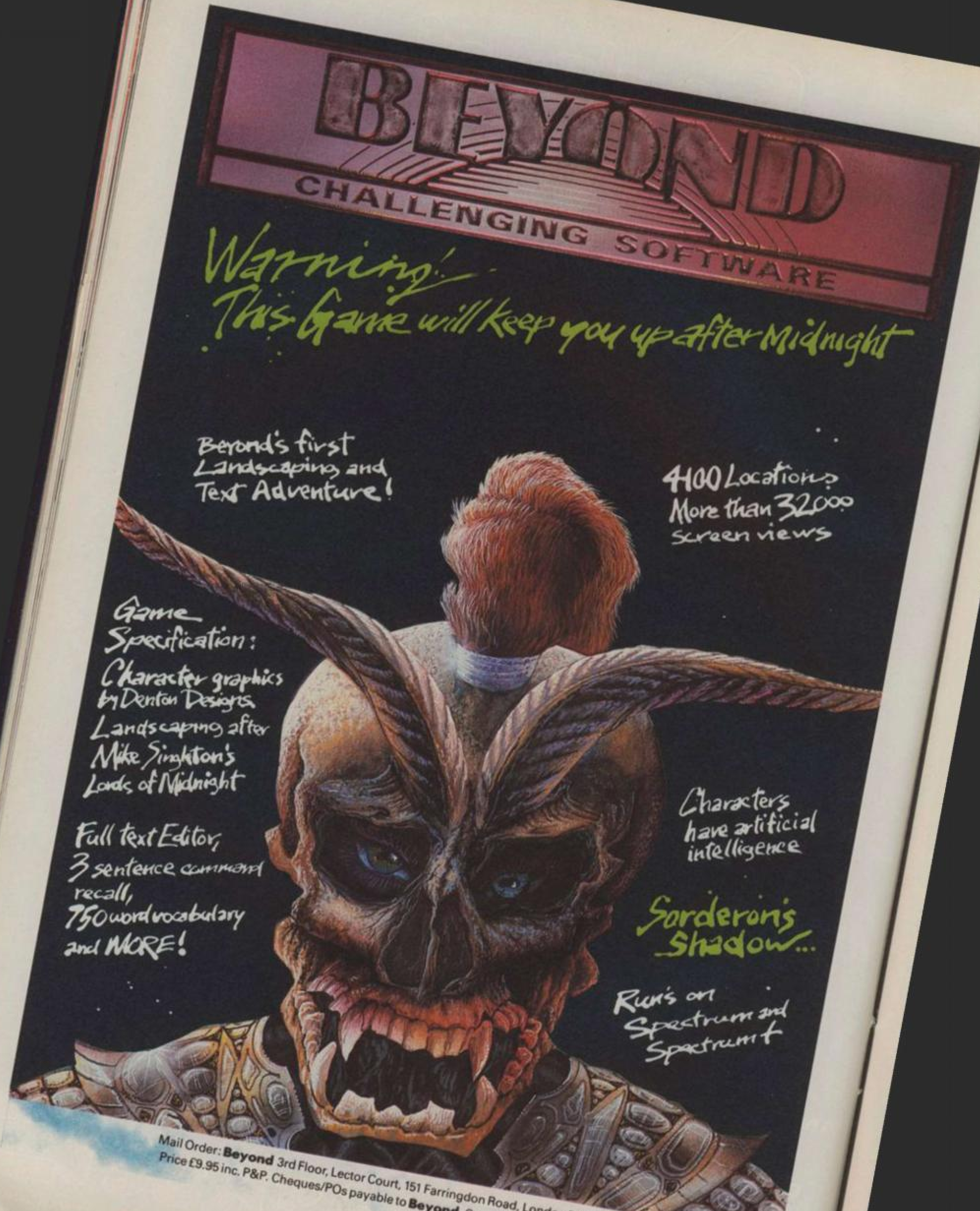
A text adventure with graphics

## Taskset

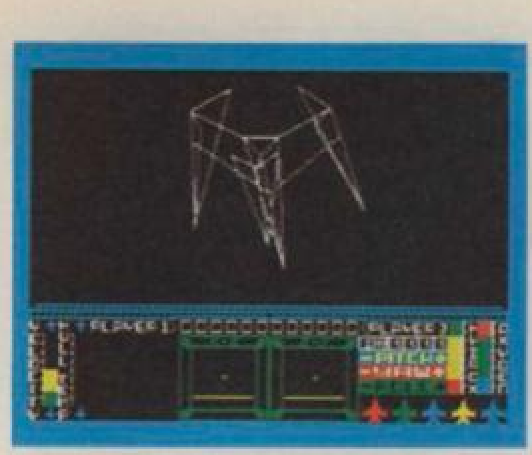
TASKSET LTD., 13 HIGH STREET, BRIDLINGTON YO16 4PR TEL: [0262] 673798/602668

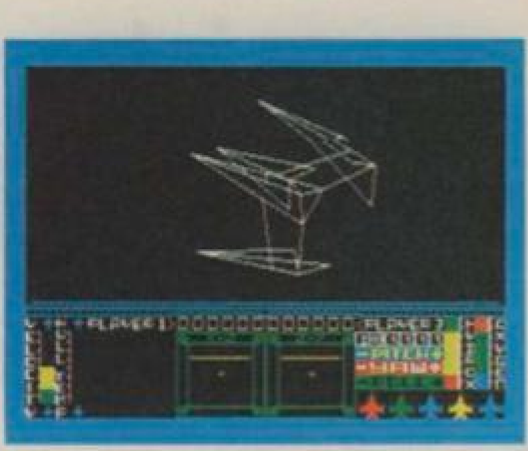
tick

CVG

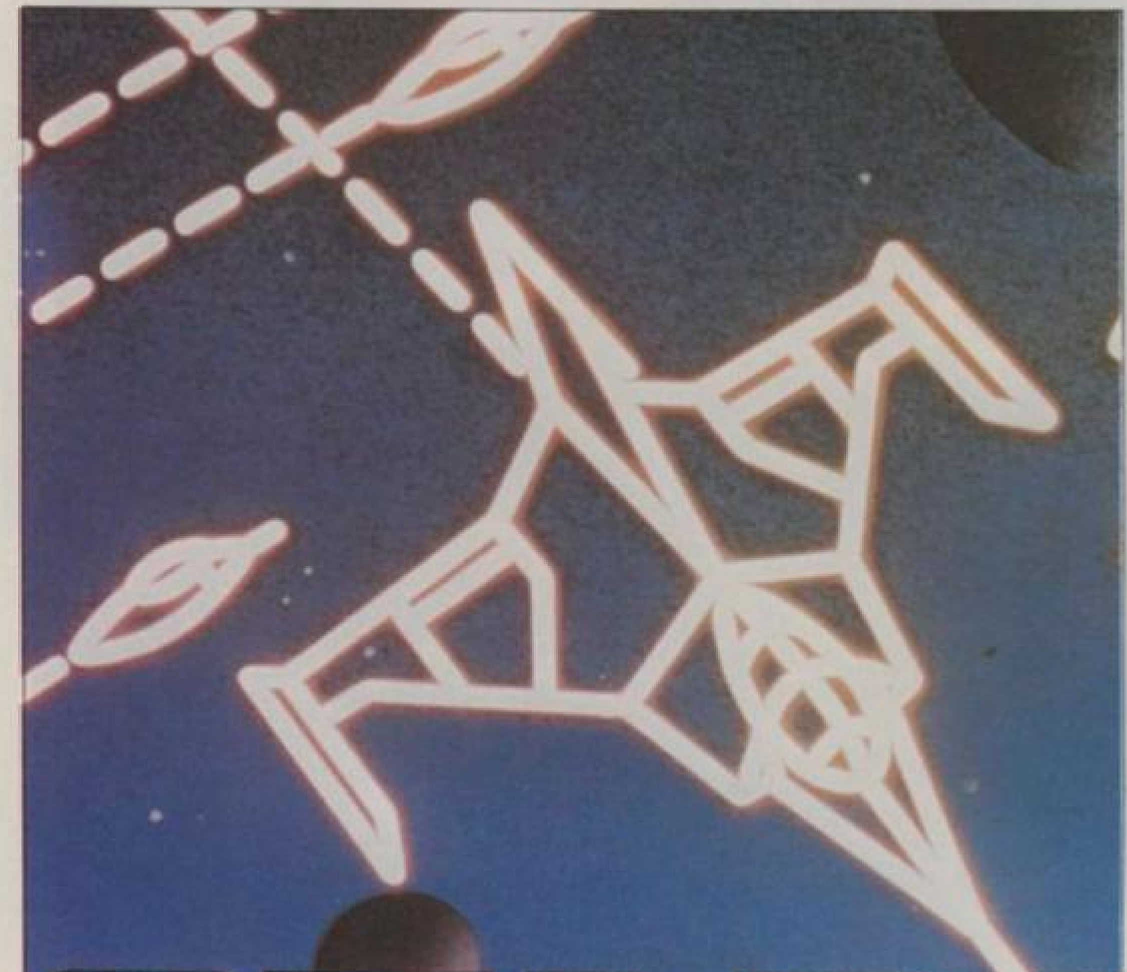

BEYOND
CHALLENGING SOFTWARE
Warning!
This Game will keep you up after Midnight
Beyond's first
Landscaping and
Text Adventure!
4100 Locations
More than 32000
screen views
Game
Specification:
Character graphics
by Denton Designs.
Landscaping after
Mike Singhton's
Lords of Midnight
Full text Editor,
3 sentence command
recall,
750 word vocabulary
and MORE!
Characters
have artificial
intelligence
Sorderon's
Shadow...
Runs on
Spectrum and
Spectrum+

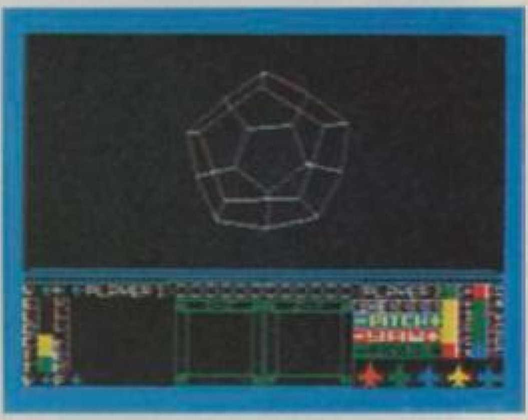
Mail Order: **Beyond** 3rd Floor, Lector Court, 151 Farringdon Road, London EC1R 3AD.
Price £9.95 inc. P&P. Cheques/POs payable to **Beyond**. Credit cards call 01-837 2899.

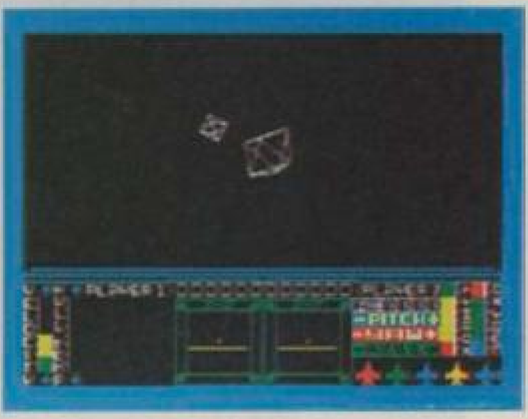




**Spaceflight epic**







# STARION

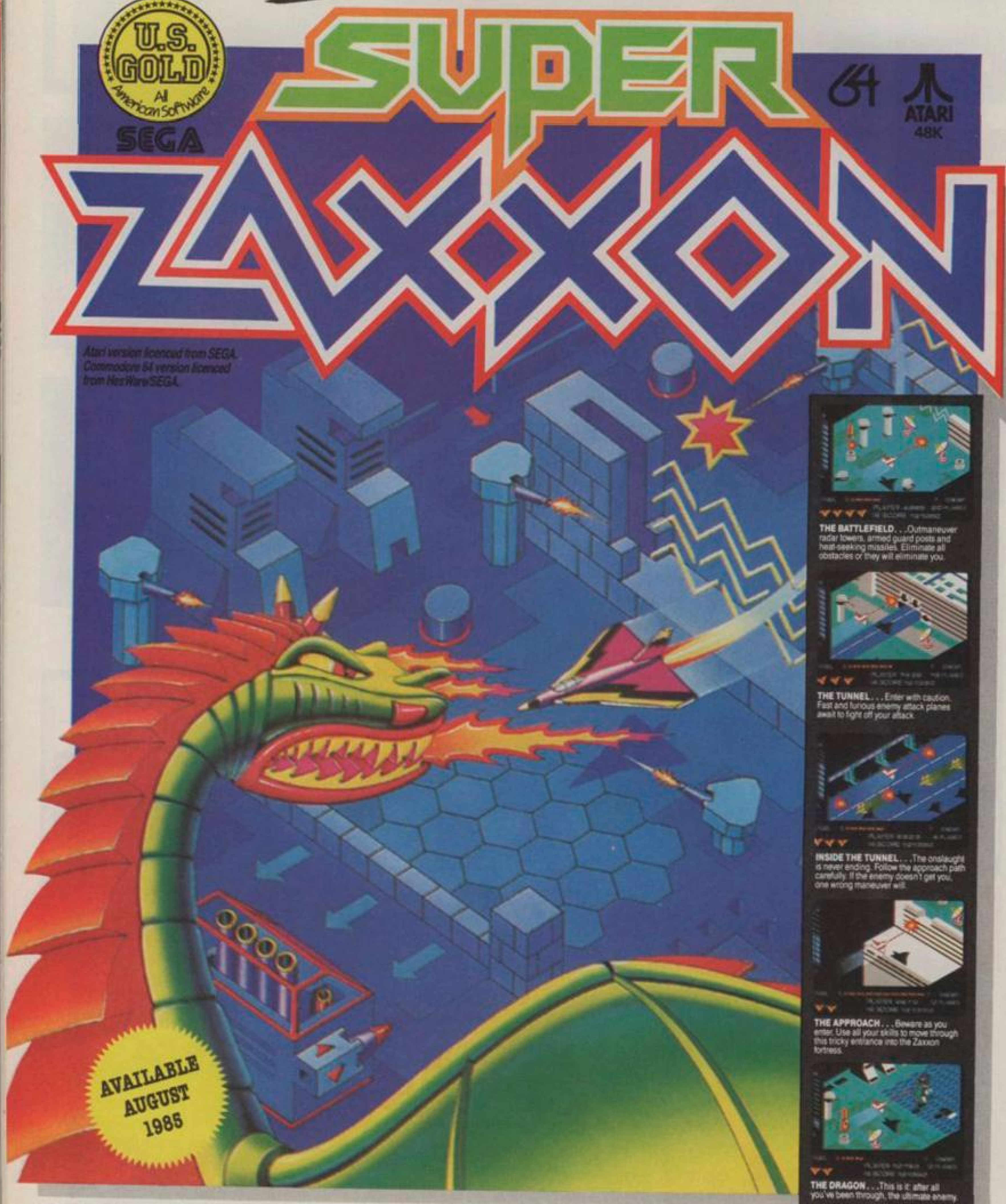
from Melbourne House

## NOW AVAILABLE FOR COMMODORE 64, AMSTRAD & SPECTRUM 48K

- ☆ "Melbourne House show us what vector graphics are all about." – YOUR COMPUTER
- ☆ "Complex, challenging, highly addictive and featuring some of the fastest, smoothest 3-D effect vector graphics ever seen." – EAGLE
- ☆ "The realism of sound and vision is amazing." – CHAMP
- ☆ "A Commodore expert was seen openly weeping when he saw the quality of the graphics compared to the Commodore Elite, and with very good reason... fun packed, all action, thinking game... the speed and movement of the 3-D wire frame objects is marvellous." – CRASH

COMMODORE 64 AND AMSTRAD £9.95, SPECTRUM 48K £7.95

# Zaxxon is back!
# IS THIS THE ULTIMATE CHALLENGE?



*Atari version licenced from SEGA.*
*Commodore 64 version licenced from HesWare/SEGA.*

**THE BATTLEFIELD**. . .Outmaneuver radar towers, armed guard posts and heat-seeking missiles. Eliminate all obstacles or they will eliminate you.

**THE TUNNEL**. . .Enter with caution. Fast and furious enemy attack planes await to fight off your attack.

**INSIDE THE TUNNEL**. . .The onslaught is never ending. Follow the approach path carefully. If the enemy doesn't get you, one wrong maneuver will.

**THE APPROACH**. . .Beware as you enter. Use all your skills to move through this tricky entrance into the Zaxxon fortress.

**THE DRAGON**. . .This is it: after all you've been through, the ultimate enemy.

**THE ULTIMATE CHALLENGE of Super Zaxxon is here. Based on the arcade classic, you knew this challenge was coming, but now we'll see if you're ready for it.**

---

Selected U.S. Gold titles are available from all leading computer stores.
U.S. Gold Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

**CASSETTE £9·95** **DISK £14·95**

# GEOFF CAPES

# STRONG MAN

TM

- Endorsed by Geoff Capes, Olympic shot putter, World and European Strongman and World Highland Games Champion.
- On-screen training on weights or iron bars.
- Continuous individual muscle fitness display.
- Skill Levels and Hall of Fame.
- SIX exciting and demanding challenges to be overcome.

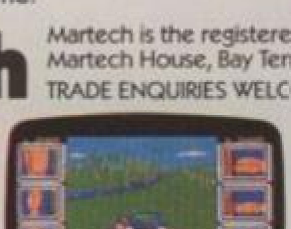
- TRUCK PULL OR TUG OF WAR.
- CAR ROLLING.
- BARREL LOADING.
- FAIRGROUND BELL.
- LOG CHOPPING.
- WRESTLING.

Available from all leading software retailers OR order today by mail.

48K Spectrum £7.95. ALL OTHERS £8.95
CBM 64 disc £14.95

**martech**

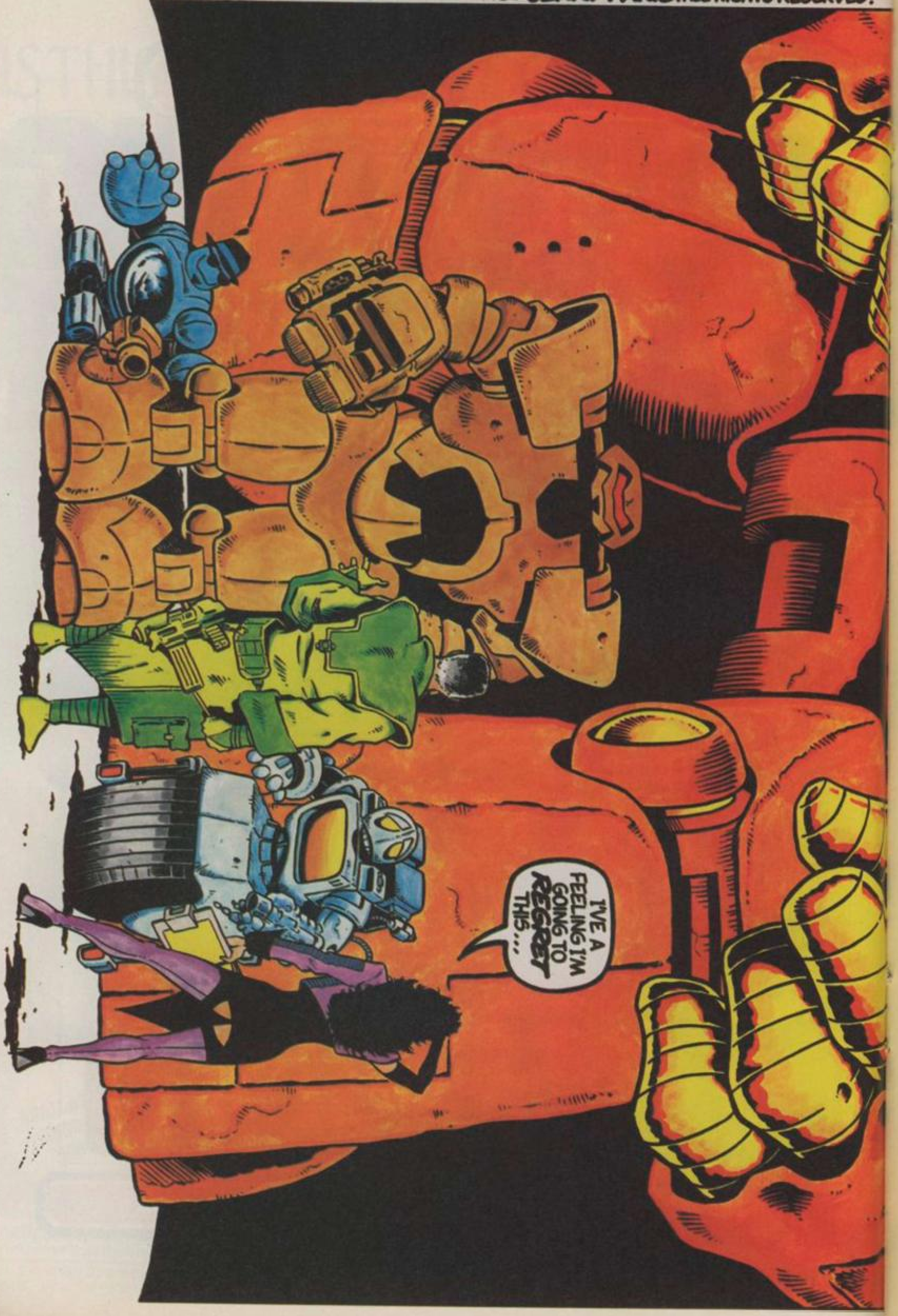
Martech is the registered trade mark of Software Communications Limited
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 87465 EXIM Brighton



**48K SPECTRUM • COMMODORE 64 • BBC'B' • ELECTRON • AMSTRAD • MSX**

**SKILL, STRATEGY, TIMING . . . NOT JUST ANOTHER JOYSTICK BASH!**

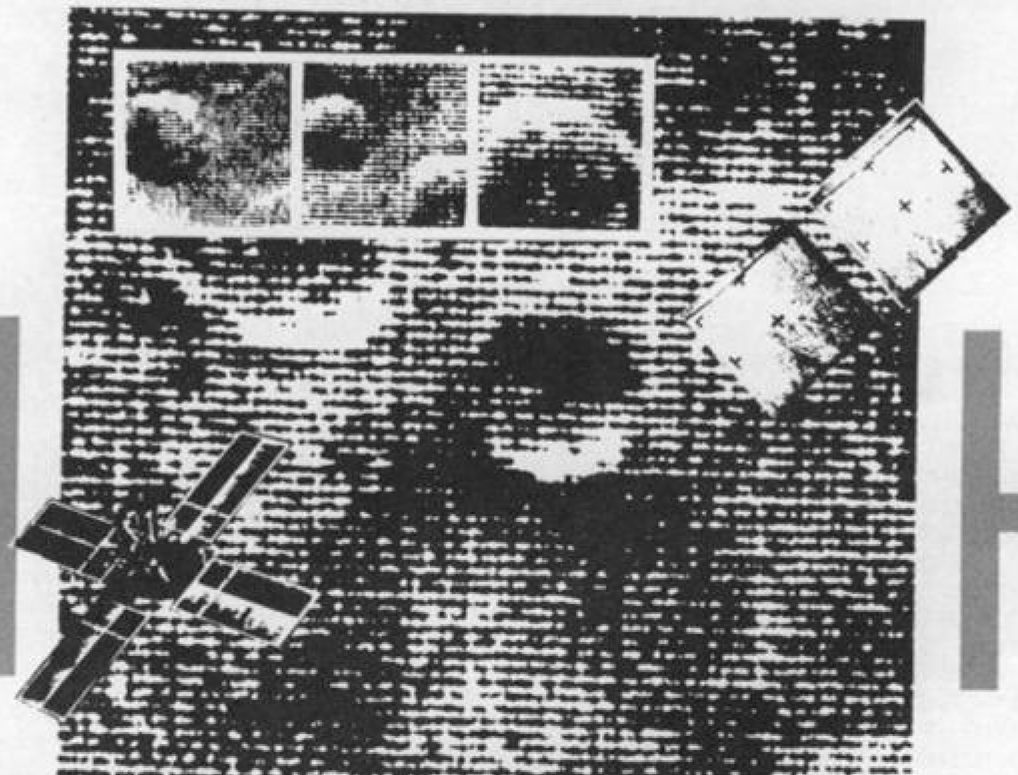
THE BUG HUNTERS © COPYRIGHT 1985 JERRY PARIS. ALL RIGHTS RESERVED.


I'VE A FEELING I'M GOING TO REGRET THIS...

No.1 OCTOBER 1985

C+VG

# GAMES BOOK



**MOON BUGGY/A DAY AT THE RACES/ASTEROID LANDER/MANIC PACMAN**

# MOON

## •SPECTRUM

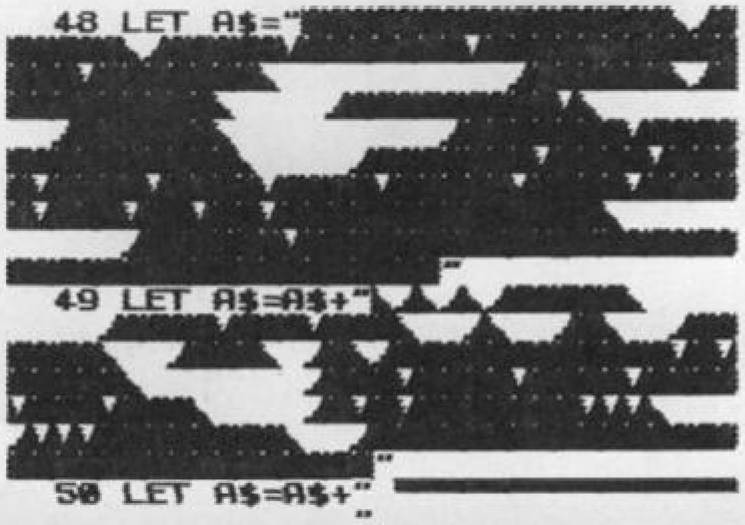
**Mastery of your high powered Moon Buggy is the key to getting high scores in this simple but challenging game.**

**As you zoom across the moon's surface beware of the craters. Jump them successfully and you score points. There are two levels of play.**

**The program enables you to define your own keyboard control keys, and full instructions are included.**

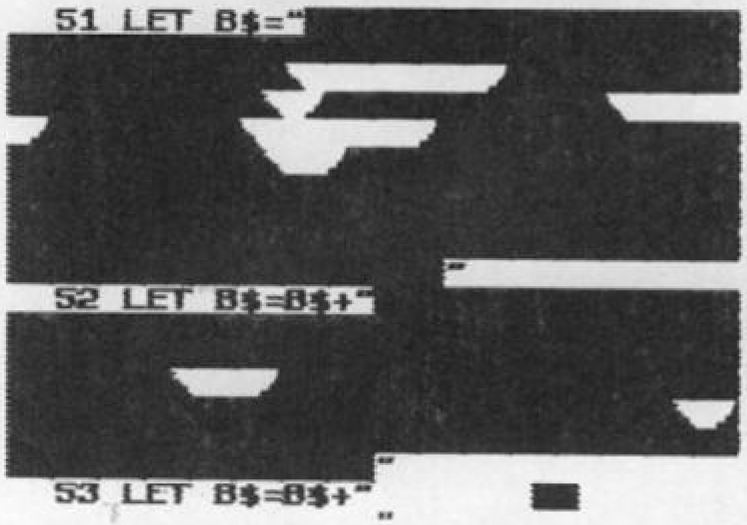
**•By Adrian Robson**

```
   1 GO TO 109: REM THE PROGRAM
 WAS WRITTEN           BY ADRIAN
ROBSON
   2 DIM X$(3): LET X$(1)="Q": L
ET X$(2)="W": LET X$(3)="M": LET
 LEV=1: LET TI=500: LET LIVE=3:
LET SC=0
   3 GO SUB 206
   4 INK 7: PAPER 0: BORDER 0: C
LS
   5 LET Z$="      Moon Buggy is
 written by Adrian Robson for Co
mputer and video games.....Press
 the key that you require."
   6 LET Z$=Z$+"   Copyright 198
5 Guide your Buggy across the mo
ons rough landscape jumping the
big craters that lie before you,
if you hit one of the craters yo
u will fall down it.Once you hav
e got to the end you will be giv
en a bonus and put in the lift f
or level two upon completing thi
s you will be bought back to lev
el 1.        Good Luck!!!!!"
   7 LET Z$=Z$+"                ".
   8 LET U=1
   9 PRINT TAB (10);"MAIN MENU"
  10 POKE 23658,8
  11 PRINT AT 4,1;"1....PLAY GAM
E";AT 6,1;"2....LOOK AT HIGH SCO
RES";AT 8,1;"3....REDIFINE THE G
AMES KEYS"
  12 PLOT 208,140: DRAW 20,20: D
RAW 20,-20: DRAW -20,-20: DRAW -
20,20: DRAW 0,-5: DRAW 20,-20: D
RAW 0,5: PLOT 208,140: DRAW 20,2
0: DRAW 0,5
  13 FOR A=115 TO 120: PLOT 228,
A: DRAW 20,20: PLOT 228,A: DRAW
-20,20: NEXT A
  14 PLOT 216,145: DRAW 12,12: D
RAW 12,-12: DRAW -12,-12: DRAW -
12,12
  15 FOR A=128 TO 133: PLOT 228,
A: DRAW 12,12: PLOT 228,A: DRAW
-12,12: NEXT A: PRINT AT 3,28;"©
"
  16 PRINT AT 21,0;Z$(U TO U+31)
  17 LET U=U+1
  18 PAUSE 5
  19 IF U=417 THEN GO TO 4
  20 IF INKEY$="1" THEN GO TO 45
  21 IF INKEY$="2" THEN GO TO 16
0
  22 IF INKEY$="3" THEN GO TO 24
  23 GO TO 16
  24 CLS
  25 RESTORE 44: READ B
  26 LET X$=""
  27 PRINT "PRESS THE KEYS THAT
YOU WANT"
  28 FOR A=1 TO B
  29 LET X$=X$+CHR$ 0
  30 READ T$
  31 PRINT ''T$;
  32 FOR C=1 TO 16-LEN T$
  33 NEXT C
  34 PRINT "-?";CHR$ 8;
  35 PAUSE 1: PAUSE 0
  36 LET R$=INKEY$: LET S=0
  37 FOR C=1 TO LEN X$
  38 IF X$(C)=R$ THEN LET S=1
  39 NEXT C
  40 IF S THEN GO TO 24
  41 LET X$(A)=R$
  42 PRINT R$: NEXT A
  43 PRINT #0;"  PRESS ANY KEY T
O CONTINUE": PAUSE 0: GO TO 4
  44 DATA 3,"LEFT","RIGHT","JUMP
"
  45 PAPER 0: INK 7: BORDER 6: C
LS
  46 POKE 23675,88: POKE 23676,2
55
  47 REM SCREEN DATA FOR BUGGY G
AME
```



```
  48 LET A$="
"
  49 LET A$=A$+"
"
  50 LET A$=A$+"
"
```

# BUGGY

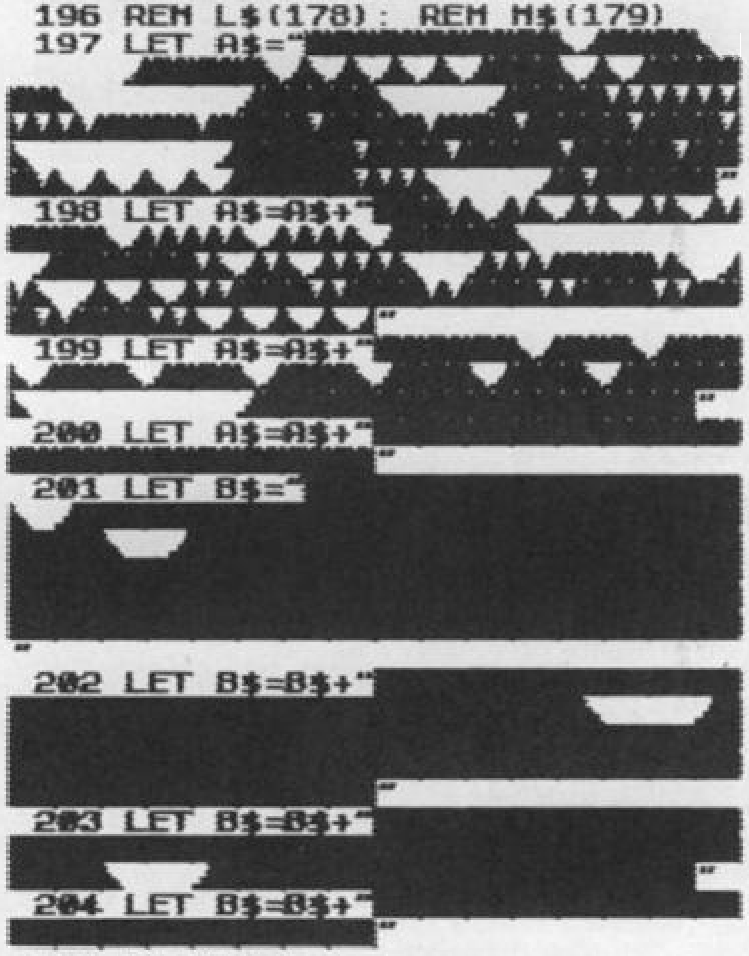


```
51 LET B$="
52 LET B$=B$+"
53 LET B$=B$+"
54 CLS : FOR A=1 TO LIVE: PRIN
T AT 1,A*4-4;"  ";AT 2,A*4-4;"
  ": NEXT A
55 LET X=15: LET Y=3
56 LET F=0: LET E=0: LET J=1
57 PRINT AT 19,0; INK 6;"
"
58 PRINT AT 20,0; INK 6;"
"
59 PRINT AT 21,0; INK 6;"
"
60 PRINT AT 10,11;"GET READY":
 FOR A=1 TO 300: NEXT A: PRINT A
T 10,11;"         "
61 LET CX=X: LET CY=Y
62 PRINT INK 6; PAPER 0;AT 17,
0;A$(J TO J+31);AT 18,0; INK 6;
PAPER 0;B$(J TO J+31)
63 IF INKEY$=X$(2) AND Y<15 TH
EN LET Y=Y+1
64 IF INKEY$=X$(1) AND Y>3 THE
N LET Y=Y-1
65 IF INKEY$=X$(3) AND E<>1 TH
EN LET E=-1
66 IF X<=15-(Y/2) THEN LET E=1
67 LET X=X+E
68 IF J>=480 THEN FOR A=1 TO 2
00: NEXT A: LET LEV=2: GO TO 177
69 PRINT AT CX,CY;"    ";AT CX+
1,CY;"    ";AT X,Y; BRIGHT 1;"  
";AT X+1,Y; BRIGHT 1;"  "
70 IF X=15 AND E=1 THEN LET E=
0: PRINT AT CX,CY;"    ";AT CX+1,
CY;"    ";AT X,Y; BRIGHT 1;;"  "
;AT X+1,Y; BRIGHT 1;"  ": BEEP
.05,-40
71 IF E=0 THEN IF A$(J+Y)<>"■"
AND J<475 OR A$(J+Y+2)<>"■" AND
J<475 THEN GO TO 123
72 IF LEV=2 AND J>=370 THEN LE
T LEV=1: GO TO 177
73 LET J=J+1
74 IF TI<=0 THEN GO TO 166
75 LET SC=SC+.1: LET TI=TI-.2
76 PRINT AT 0,0;"TIME:";INT TI
;"  ";AT 0,10;"SCORE:";INT SC
77 GO TO 61
79 BEEP .1,40: FOR A=1 TO 100:
 NEXT A
109 CLEAR 65199
110 PRINT "PLEASE WAIT SETTING
UP GRAPHICS"
111 RESTORE 116
112 FOR A=65368 TO 65495
113 READ B: POKE A,B
114 NEXT A
115 GO TO 118
116 DATA 3,7,15,29,53,117,213,2
55,192,224,248,196,195,255,131,2
55,0,0,0,0,128,224,248,252,255,2
24,207,223,217,89,31,15,255,124,
57,147,131,131,131,1,254,15,231,
247,54,52,240,224
117 DATA 128,192,192,224,248,25
2,254,255,1,3,3,7,15,31,127,255,
157,255,255,255,255,255,255,255,
129,195,195,231,231,239,255,255,
0,0,3,7,15,29,53,117,0,0,192,224
,248,198,195,255,0,0,0,0,0,0,128
,224,213,255,255,224,207,159,57,
127,131,255,255,124,57,147,131,1
99,248,252,254,7,227,241,60,254
118 CLEAR 64429
119 RESTORE 122
120 FOR A=65200 TO 65227: READ
B: POKE A,B: NEXT A
121 RANDOMIZE USR 65200: GO TO
2
122 DATA 33,0,61,17,174,251,1,0
,3,126,203,47,182,18,19,35,11,12
1,176,32,244,33,174,250,34,54,92
,201
123 CLS
124 PAPER 0: BORDER 0: INK 7: C
LS
125 LET X=0: LET Y=15
126 PRINT AT X,Y; BRIGHT 1;"  
";AT X+1,Y;"  "
127 PRINT AT X-1,Y;"    "
128 BEEP .005,X
129 LET X=X+1
130 IF X>=20 THEN GO TO 132
131 GO TO 126
132 PRINT AT 19,15;"    "
133 LET X=18: LET Y=14
134 LET C=18: LET D=18
135 LET E=18: LET F=16
136 LET X=X-1: LET Y=Y-1
137 LET C=C-1: LET D=D+1
138 LET E=E-1
139 IF X=4 AND Y=0 THEN PRINT A
T 5,1;" ": LET X=5: LET Y=1
140 PRINT AT C,D;"◣";AT C+1,D-1
;" "
141 PRINT AT X,Y;"◢";AT X+1,Y+1
;" "
142 IF C=5 AND D=31 THEN PRINT
AT 6,30;" ": LET C=6: LET D=30
```

moon buggy continues p58 ▶

# MOON BUGGY

```
 143 PRINT AT E,F;"";AT E+1,F;"
"
 144 IF E=0 AND F=16 THEN PRINT
AT 1,16;" ": LET E=1: LET F=16
 145 IF E=1 THEN GO TO 147
 146 GO TO 136
 147 PAUSE 42: BORDER 6
 148 LET LIVE=LIVE-1
 149 IF LIVE<=0 THEN GO TO 153
 150 IF LEV=1 THEN GO TO 45
 151 IF LEV=2 THEN GO TO 197
 152 GO TO 150
 153 PRINT AT 10,11;"GAME OVER"
 154 FOR A=1 TO 300: NEXT A
 155 LET I=14
 156 CLS
 157 IF I>0 THEN IF N(I)<INT SC
THEN LET N(I+1)=N(I): LET N$(I+1
)=N$(I): LET I=I-1: GO TO 157
 158 LET N(I+1)=SC: IF I<15 THEN
 PRINT "Congratulations you have
 reachedone of todays high score
s.     Please enter your name(m
axi 10  letters):"
 159 INPUT ">";N$(I+1)
 160 CLS
 161 PLOT 10,0: DRAW 235,0: DRAW
 0,175: DRAW -235,0: DRAW 0,-175
 162 PRINT AT 1,10;"HALL OF FAME
"
 163 PRINT AT 4,4;"SCORE     NAM
E"
 164 FOR A=1 TO 15: PRINT AT 5+A
,4;INT N(A);AT 5+A,14;N$(A): NEX
T A
 165 PRINT #0;"   PRESS ANY KEY
TO CONTINUE": PAUSE 0: LET LIVE=
3: LET SC=0: LET TI=500: LET LEV
=1: GO TO 4
 166 PAUSE 0
 167 CLS
 168 PRINT "Hard luck it looks l
ike you ran out of time but i do
n't know howyou did it because y
ou had enough time for two trips
."
 169 PRINT : PRINT "We will take
 away one of your   lifes for th
at."
 170 LET LIVE=LIVE-1: LET TI=500
 171 IF LIVE<=0 THEN GO TO 153
 172 PRINT #0;"   PRESS ANY KEY
TO CONTINUE": PAUSE 0
 173 IF LEV=2 THEN GO TO 197
 174 IF LEV=1 THEN GO TO 45
 175 GO TO 173
 176 STOP
 177 CLS
 178 PRINT "WELL DONE YOU HAVE C
OMPLETED    THIS LEVEL WE WILL G
IVE YOU A   BONUS SCORE FOR YOUR
 TIME IN    WHICH YOU COMPLETED
IT FIRST."
 179 PRINT AT 10,10;"TIME TAKEN:
";INT TI
 180 BEEP .01,TI/100
 181 LET SC=SC+2*TI
 182 PRINT AT 12,10;"BONUS="; INT
 SC
 183 FOR A=1 TO 500: NEXT A: CLS
 184 PRINT AT 16,8;"";AT 17,8
;"";AT 18,4; INK 6;"
";AT 19,9;"██";AT 20,9;"██";A
T 21,9;"██"
 185 FOR A=0 TO 175
 186 PLOT 0,A: DRAW INK 6;30,0
 187 NEXT A
 188 FOR A=0 TO 31
 189 PLOT 0,A: DRAW INK 6;255,0:
 NEXT A
 190 FOR A=8 TO 28
 191 PRINT AT 16,A;" ";AT 17,
A;" "
 192 BEEP .002,A/2*4
 193 NEXT A
 194 LET TI=500
 195 IF LEV=1 THEN GO TO 48
 196 REM L$(178): REM M$(179)
```



```
 197 LET A$="
"
 198 LET A$=A$+"
"
 199 LET A$=A$+"
"
 200 LET A$=A$+"
"
 201 LET B$="
"
 202 LET B$=B$+"
"
 203 LET B$=B$+"
"
 204 LET B$=B$+"
"
 205 GO TO 52
 206 DIM N$(15,10): DIM N(15)
 207 LET N$(1)="ADY ROBSON"
 208 LET N$(2)="DEAN(BEAN)"
 209 LET N$(3)="RICKY P"
 210 LET N$(4)="GRANT"
 211 LET N$(5)="ST CLAIR"
 212 LET N$(6)="WARREN"
 213 LET N$(7)="HODGY"
 214 LET N$(8)="RICHARD"
 215 LET N$(9)="PETER"
 216 LET N$(10)="JOHN E"
 217 LET N$(11)="ANDREW"
 218 LET N$(12)="PAUL C"
 219 LET N$(12)="RONY"
 220 LET N$(13)="GUERMAN"
 221 LET N$(14)="COLIN C"
 222 LET N$(15)="MICK GREEN"
 223 FOR A=1 TO 15: LET N(A)=500
: NEXT A
 224 RETURN
```

moon buggy ends ◀

**Mr. Software**

MASTERTRONIC
Spectrum 48K
FORMULA 1 SIMULATOR
fast loader Commodore 64
MASTERTRONIC
KIKSTART
Off-Road Simulator

# FREE GAMES!

MASTERTRONIC
fast loader Commodore 64
FINDERS KEEPERS
199

YES....place an order for our Spectrum or Commodore 64 Magazine and we will send you one of the above games absolutely free. We will also enrol you in our Discount Software Club enabling you to purchase software at huge savings over shop prices. We offer all the latest titles at substantial discounts such as, **Frank Bruno's Boxing** at £3.95 (saving £3.00), **Frankie Goes To Hollywood** at £6.95 (saving another £3.00) or **Spy Versus Spy II** at £6.95 (saving yet another £3.00). We also have a number of older titles at even bigger discounts, such as, **Attack of the Mutant Camels** for the Commodore at £2.95, or **Alchemist** for the Spectrum at just 95p. In all we have over 200 titles available for *your* computer.

## SIX MAGAZINES A YEAR

A subscription of just £5.00 will bring you six magazines a year through the post. Each magazine is packed with reviews of all the latest software, reader's game playing tips, competitions to enter, our reviewer's personal choices and a summary of how the other magazines rate the new releases.

## HARDWARE AND UTILITIES SUPPLEMENT

Every new subscriber to the magazine gets a 32-page review of some of the more popular utilities — such as word processing software — and hardware including joysticks and Spectrum interfaces.

## HOTLINE KEEPS YOU UP TO DATE

Subscribers to the magazine can phone our 24 hour Hotline for up to the minute news of the latest releases. A three minute recording, updated weekly, details the new titles and their prices. Club members may order by phone too!

## EASY ORDERING

You can order from our substantial range as and when you like. There are no minimum order requirements — you don't *have* to buy anything at all. When you do order we do our best to despatch your goods within a week — often quicker.

**DON'T TAKE OUR WORD......**

Here's what some of our subscribers say:-

"I am very pleased at your quick response. I know that the enclosed order will be dealt with quickly and efficiently as always."

*J. Mann, Wallsend, Staffs.*

"I think your Club is sensational, terrific — who else could offer such bargains."

*David Barrows, Northampton.*

*(Original letters available for inspection.)*

**Mr. Software**

KELVIN HOUSE, TOTTERIDGE
AVENUE, HIGH WYCOMBE,
HP13 6XG. (0494) 450587

**Mr. Software**

**SUBSCRIPTION FORM** **CVG 10/85**

I wish to become a subscriber to the Mr Software:
☐Spectrum Magazine ☐Commodore 64 Magazine
for the next 12 months, for which I enclose £5* (£10 if you want both magazines). I understand you will send me your most recent Club Magazine by return and that if I'm not completely satisfied within two weeks I can return the game & magazine for a refund. I would like as my FREE game:-

☐ Finders Keepers (Spectrum/C-64) ☐ Formula One (Spectrum Only) ☐ Kik Start (C-64 only)

Name (BLOCK CAPS) ....................

Address ....................

....................

Postcode.................... Cheque/Postal Order No ....................

Or charge my Access/Visa account

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

(£5* applies to UK & BFPO only. Other rates are £7 Europe, £9 USA & Middle East, £12 Australia, Far East & S. Africa.)

MANIC

# PACMAN

## •COMMODORE 64

**Arrgghh! it's that giant yellow blob with the bottomless appetite again! Why can't he leave us ghosts alone? After all, we've never done anything to him — except for the odd bit of haunting here and there.**

**Yes, It's the return of that old arcade favourite Pacman and his friendly foes the Ghosts. If you've never played the game before then you must have been hiding under a stone for the last few years — but here's your chance to catch up with this excellent version from *C&VG* reader James Davis.**

**And James has come up with some pretty neat graphics to add to the fun of chasing around the Pac-maze eating the Pac-pills and avoiding the Pac-gobbling Ghosts.**

**Don't delay — program this one in today!**

**•By James Davis**

```
0 DATA162,8,160,0,173,0,208,141,0,48,238
,69,3,238,72,3,136,208,241,238
1 DATA70,3,238,73,3,202,208,232,96
2 DATA60,124,240,224,240,124,60,0
3 DATA60,62,31,7,31,62,60,0
4 DATA0,99,99,119,127,62,60,0
5 DATA0,60,62,127,119,99,99,0
10 PRINT"▓"CHR$(142):VI=53248:POKEVI+33,
0:POKEVI+32,2:SI=54272:CO=55296
20 SC=1024:HI$="02000":POKEVI+21,0:POKEV
I+28,7:POKEVI+38,0:POKEVI+37,1
25 POKEVI+41,6:POKE2042,254
28 FORI=832TO860:READA:POKEI,A:NEXT:POKE
56334,0:POKE1,51:SYS832
30 FORI=0TO31:READB:POKE12976+I,B:NEXT
31 A=12288:FORI=0TO7:POKEI+A+528,0:NEXT:
FORI=0TO3:POKEI+512+A,255:NEXT
32 FORI=4TO7:POKEI+512+A,0:NEXT:POKE520+
A,255:POKE521+A,255
33 FORI=2TO7:POKEI+520+A,0:NEXT:POKE528+
A,255:FORI=1TO7:POKE528+A+I,0:NEXT
34 FORI=0TO7:READB:POKE560+I+A,B:NEXT:DA
TA7,9,9,110,56,176,224,192
35 FORI=0TO7:POKE568+I+A,PEEK(VI+I+336):
NEXT
36 FORI=0TO7:READB:POKE576+I+A,B:NEXT:DA
TA255,231,153,231,153,231,153,255
37 FORI=0TO7:READB:POKE536+I+A,B:NEXT:CB
=0:DATA255,254,254,255,0,0,0,0
38 FORI=0TO7:READB:POKE544+I+A,B:POKE552
+I+A,B:NEXT:CB=0:DATA51,204,51,204,51,20
4,51,204
39 FORI=0TO7:READB:POKEA+I+608,B:NEXT:DA
TA255,127,124,56,48,96,192,192
40 FORI=0TO7:READB:POKEA+I+616,B:NEXT:DA
TA255,127,124,56,24,12,6,6
50 POKE1,55:POKE56334,1:POKE53272,29:SO=
54272:FORI=SOTOSO+24:POKEI,0:NEXT
60 LV=0:J=-1:DIMCH(12):POKESO+24,15:POKE
SO+5,9:LI=3
70 FORI=1TO10:D(I)=I+63:READC(I):NEXT:DA
TA2,2,2,5,7,7,10,6,1,7
80 FORI=0TO12:READCH(I):NEXT:DATA96,96,9
6,101,101,117,117,97,97,246,246,234,234
90 FORI=49152TO49257:READA:POKEI,A:NEXT
95 FORI=0TO62:READA:POKE16256+I,A:NEXT:F
ORI=0TO62:READA:POKE16320+I,A:NEXT
99 GOTO30000
100 PO$=STR$(PO):PO$=RIGHT$(PO$,LEN(PO$)
-1)
110 IFLEN(PO$)<5THENPO$="0"+PO$:GOTO110
120 PRINT"▓▓▓▓"SPC(34)PO$:RETURN
200 AC=12:POKESO+4,0:POKESO+4,17
201 POKESC+AI,CH(AC):AC=AC-4:PO=PO+10:GO
SUB100:IFAC<0THENAC=12:AI=AI-1
202 POKESO+4,0:POKESO+4,17:POKESO+1,AI+A
C-960:POKESO,25
203 IFAI<>967THEN201
205 PRINT"▓":LV=LV+1:KE=0:POKEVI+21,0
206 IFLV<11THEN215
207 PRINT"▓▓▓CONGRATULATIONS,YOU HAVE R
ID THE CAVERNS"
208 PRINT"OF THE MONSTERS AND AMASED"PO"
POINTS."
209 PRINT"▓▓▓▓▓TRY AGAIN    (Y/N)"
210 GETA$:IFA$<>"N"ANDA$<>"Y"THEN210
211 IFA$="Y"THENRUN
212 POKE53280,14:POKE53281,6:POKESO+24,0
:PRINT"▓▓";:END
215 READA:IFA=99THEN250
220 READB,C,D:IFD=5THEN290
230 FORI=0TOC:POKESC+A*40+B+I,D(D):POKEC
O+A*40+B+I,C(D):NEXT
240 GOTO215
250 READKK:FORI=1TOKK:READX,Y:POKESC+X*4
0+Y,D(7):POKECO+X*40+Y,C(7):NEXT
260 READA:FORI=1TOA:READX,Y:POKESC+X*40+
Y,D(8):POKECO+X*40+Y,C(8):NEXT
270 READE:POKESC+E,D(9):POKECO+E,C(9)
280 READMM:MA=MM:POKESC+MA,81:POKECO+MA,
7:READX1,Y1,L1,R1,N1,M1,X2,Y2,L2,R2,N2,M
2
281 PRINT"▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓DXYG
EN ▓▓        ▓I                        ▓";
```

manic pacman continues p62 ▶

# MANIC PACMAN

```
282 IFLI<>1THENFORI=0TOLI-2:POKE56293+I,
7:NEXT
283 POKEVI+21,1:IFX2<>0THENPOKEVI+21,3:I
FLV=9THENPOKEVI+21,7
284 POKEVI,X1:POKEVI+1,Y1:POKEVI+2,X2:PO
KEVI+3,Y2:POKE2040,254:POKE2041,254
285 POKEVI+39,2:POKEVI+40,6:IFLV=9THENPO
KEVI+4,PEEK(VI+2)+100
289 AC=12:AI=995:CH=32:J=0:JU=0:POKEVI+3
1,0:SYS49152:GOSUB100:GOTO300
290 FORI=0TOC:POKESC+((A+I)*40)+B,D(5):P
OKECO+(A+I)*40+B,C(5):NEXT:GOTO215
300 A=PEEK(56320):X=0:Z=81
310 POKE12825,255-2^CB:POKE12826,PEEK(12
825):CB=CB+2:IFCB=6THENCB=0
320 IFKE=KKTHENPOKECO+E,1:EX=EX+1:IFEX>2
THENPOKECO+E,0:EX=0
330 IF(A=111ORA=107ORA=103)ANDJU=0THENJU
=-40:J=0
340 IFA=119ORA=103THENX=1:IFJU=0THENZ=86
350 IFA=123ORA=107THENX=-1:IFJU=0THENZ=8
7
360 IFX=0THEN400
370 A=PEEK(SC+MA+X):IFA<>32AND(A<70ORA>7
2)THENX=0:GOTO400
380 POKESC+MA,CH:POKECO+MA,CC:MA=MA+X:CH
=PEEK(SC+MA):CC=PEEK(CO+MA):POKESC+MA,Z:
POKECO+MA,7
390 IFPEEK(SC+MA+40)=32ANDJU=0THENJU=40:
J=4
400 IFJU=0THEN500
410 POKESC+MA,CH:POKECO+MA,CC:MA=MA+JU:J
=J+1:CH=PEEK(SC+MA):CC=PEEK(CO+MA)
422 IFJU=-40THENZ=88
424 IFJU=40THENZ=89
430 POKESC+MA,Z:POKECO+MA,7:IFMA<40THENJ
=4
440 IFJ=4ORPEEK(SC+MA-40)=68ORPEEK(SC+MA
-40)=69THENJU=40
450 IFJ>8THENA=PEEK(SC+MA+40):IFA<>32AND
A<>72THEN20000
500 POKE2021,PEEK(SC+MA):POKE2022,PEEK(2
021)
501 IFPEEK(SC+MA+40)<>67THEN530
510 POKESC+MA,CH:MA=MA-1:CH=PEEK(SC+MA):
CC=PEEK(CO+MA):POKESC+MA,Z:POKECO+MA,7
520 IFPEEK(SC+MA+40)=32THENJU=40:J=4
530 IFPEEK(SC+MA+40)=65THENPOKESC+MA+40,
66:JU=0:J=-1:GOTO550
540 IFPEEK(SC+MA+40)=96THENJU=40:J=3
541 IFPEEK(SC+MA+40)=66THENPOKESC+MA+40,
96
550 IFCH=71THEN20000
560 IFCH=70THENKE=KE+1:CH=32:PO=PO+100:G
OSUB100:POKESO+4,0:POKESO+4,17:POKESO+1,
108:POKESO,25
580 IFCH=72ANDKE<>KKTHEN20000
590 IFCH=72THEN200
595 POKESC+MA,81:POKE2021,PEEK(SC+MA):PO
KE2022,PEEK(2021)
598 A=PEEK(SC+MA+40):IFA>63ANDA<70ANDJU<
>-40THENJU=0:J=-1
600 X1=X1+N1:IFX1=L1ORX1=R1THENN1=-N1
610 Y1=Y1+M1:IFY1=L1ORY1=R1THENM1=-M1
620 IFPEEK(VI+31)<>0THEN20000
630 POKEVI,X1:POKEVI+1,Y1
700 IFX2=0THEN800
710 X2=X2+N2:IFX2=L2ORX2=R2THENN2=-N2
720 Y2=Y2+M2:IFY2=L2ORY2=R2THENM2=-M2
730 IFPEEK(VI+31)<>0THEN20000
740 POKEVI+2,X2:POKEVI+3,Y2
800 POKESC+AI,CH(AC):AC=AC-1:IFAC=0THENA
C=12:AI=AI-1
810 IFAI=966THEN20000
900 IFPEEK(2040)=254THENPOKE2040,255:POK
E2041,255:GOTO1000
910 POKE2040,254:POKE2041,254
1000 IFLV<>5THEN1100
1010 IFKE=4THENM2=8:L2=196:R2=L2:POKEVI+
40,14:KE=5:GOTO1100
1020 IFKE<>5THEN1100
1030 IFPEEK(VI+3)=196THENM2=0
1040 IFPEEK(VI+40)=254THENPOKEVI+40,6:GO
TO1100
1050 POKEVI+40,14
1100 IFLV<>8THEN1200
1110 IFKE=2ANDPEEK(SC+48)<>76ANDPEEK(SC+
48)<>77THENPOKESC+48,76:POKECO+48,1
1120 IFCH=76THENCH=77:POKESC+740,32:POKE
SC+780,32:POKESC+820,32:R1=184
1200 IFLV<>9THEN1300
1210 POKEVI+5,PEEK(VI+3)
1220 IFPEEK(2042)=254THENPOKE2042,255:GO
TO1300
1230 POKE2042,254
1300 REM
10000 GOTO300
20000 POKE56293,2:POKE56294,2
20005 POKEVI+33,2:POKEVI+40,2:POKEVI+41,
2:FORI=200TO0STEP-3:POKESO+4,0
20010 POKESO+4,33:POKESO+1,I:POKESO,25:N
EXT:LI=LI-1
20020 POKE56293,0:POKE56294,0:IFLI=0THEN
30000
20030 POKEVI+33,0:POKESC+MA,CH:POKECO+MA
,CC:POKEVI+40,6:POKEVI+41,6:SYS49205:KE=
0
20040 IFLV=8THENX1=136:Y1=197:L1=136:R1=
160:N1=4:M1=0:POKEVI,X1:POKEVI+1,Y1
20050 MA=MM:POKESC+MA,81:POKECO+MA,7:GOT
O281
30000 PRINT"♥":POKE53280,2:POKE53281,0:P
OKE53269,0
30010 FORI=1TO5:POKE646,A:A=A+1:PRINTTAB
(12+I)"MANIC PACMAN"
30020 PRINTTAB(12+I)"————— ——————":PRINT
:NEXTI
30030 POKE646,A:A=A+1:PRINT"■■■■■■"TAB(1
0)"PRESS ANY KEY TO START."
30040 IFA>250THENPRINT"♥":FORI=1TO50:NEX
TI:A=0
30050 PRINT"■":GETA$:IFA$=""THEN30010
30060 GOTO205
40000 END
50000 PRINTPEEK(56320);:GOTO50000
60000 DATA162,0,189,0,4,157,248,55,232,2
24,240,208,245,162,0,189,240,4,157,232
60001 DATA56,232,224,240,208,245,162,0,1
89,224,5,157,216,57,232,224,240,208,245
60002 DATA162,0,189,208,6,157,200,58,232
,224,200,208,245,96
60100 DATA162,0,189,248,55,157,0,4,232,2
24,240,208,245,162,0,189,232,56,157,240
60101 DATA4,232,224,240,208,245,162,0,18
9,216,57,157,224,5,232,224,240,208,245
60102 DATA162,0,189,200,58,157,208,6,232
,224,200,208,245,96
60500 DATA0,170,0,10,170,160,42,170,168,
42,170,168,42,170,168,169,170,106
```

manic pacman continues p65 ▶

# SHEKHANA COMPUTER SERVICES

| ***SPECTRUM*** | RRP | OUR PRICE |
|---|---|---|
| F. BRUNO'S BOXING | 6.95 | 5.25 |
| ROCCO (ROCKY) | 7.95 | 5.95 |
| SOWRDERONS | 9.95 | 7.50 |
| WAY OF EXPLODING FIST | 8.95 | 6.75 |
| FAIRLIGHT | 9.95 | 7.50 |
| DUN DARACH | 9.95 | 7.20 |
| SHADOWFIRE TUNER | – | 3.99 |
| SPY HUNTER | 7.95 | 5.90 |
| ROCKFORD RIOT | 9.99 | 7.50 |
| NICK FALDO'S GOLF | 9.95 | 7.50 |
| MATCHPOINT | 7.95 | 5.95 |
| KNIGHTSHADES (Ultimate) | 9.95 | 7.50 |
| SHADOWFIRE | 9.95 | 7.50 |
| FRANKIE GOES TO H'WOOD | 9.95 | 7.25 |
| STAR STRIKE | 5.95 | 4.45 |
| ANIMATED STRIP POKER | 6.95 | 5.50 |
| KNIGHT LORE | 9.95 | 7.50 |
| NOW GAMES | 8.95 | 6.75 |
| AIRWOLF | 6.95 | 5.25 |
| DYNAMITE DAN | 6.95 | 5.25 |
| RUPERT + TOYMAKERS PARTY | 7.99 | 5.99 |
| POLE POSITION (US GOLD) | 7.99 | 5.95 |
| RAID OVER MOSCOW | 7.95 | 5.90 |
| HARD HAT MAC | 8.95 | 7.50 |
| THE FOURTH PROTOCOL | 12.95 | 10.99 |
| SOUTHERN BELLE | 7.95 | 5.95 |
| ONE ON ONE | 8.95 | 7.50 |
| CAULDRON | 7.99 | 5.99 |
| HIGHWAY ENCOUNTER | 7.99 | 5.99 |
| FIGHTER PILOT | 7.95 | 5.90 |
| WORLD SERIES BASKETBALL | 6.95 | 5.50 |
| INTER. KARATE | 6.50 | 4.75 |
| BEACH-HEAD | 7.95 | 5.90 |
| HYPERSPORTS | 7.95 | 6.75 |
| LORDS OF MIDNIGHT | 9.95 | 7.50 |
| GLADIATOR | 7.95 | 5.95 |
| ARCHON | 10.95 | 9.99 |
| STARION | 7.95 | 5.90 |
| MARSPORT | 9.95 | 7.50 |
| POLE POSITION (US GOLD) | 7.95 | 5.95 |
| SPY V SPY | 9.95 | 7.50 |
| RED ARROWS | 9.95 | 7.50 |
| WORLD SERIES BASEBALL | 7.95 | 5.50 |
| JET SET WILLY II | 6.95 | 5.25 |
| INTERNATIONAL BASKETBALL | 5.99 | 4.75 |
| ZAXXON | 7.95 | 5.90 |
| JUGGERNAUT | 7.95 | 5.90 |
| BRUCE LEE | 7.95 | 5.90 |
| ALIEN 8 | 9.95 | 7.50 |
| ARTIST | 12.95 | 10.50 |
| CODENAME MATT II | 8.95 | 6.75 |
| BOUNTY BOB | 7.95 | 5.95 |
| MINI OFFICE | 5.95 | 4.75 |
| ABU SIMBEL (PROFANATION) | 7.95 | 5.95 |
| HOBBIT | 14.95 | 9.99 |

| ***SPECTRUM*** | RRP | OUR PRICE |
|---|---|---|
| ARNHEM | 9.95 | 7.50 |
| MONOPOLY | 9.95 | 7.95 |
| CLUEDO | 9.95 | 7.95 |
| STEVE DAVIS SNOOKER | 7.95 | 5.90 |
| THAT'S THE SPIRIT | 7.95 | 5.95 |
| DAMBUSTERS | 9.95 | 7.50 |
| DALEY TOMS SUPERTEST | 6.95 | 5.50 |
| FANTASTIC 4 | 9.95 | 7.50 |
| ROCKY HORROR SHOW | 8.95 | 6.75 |
| TERRORMOLINOS | 7.95 | 5.95 |
| *****AMSTRAD***** | | |
| FIGHTER PILOT (DISK) | 13.95 | 11.95 |
| HIGHWAY ENCOUNTER | 7.95 | 5.95 |
| GLENN HODDLE FOOTBALL | 8.95 | 7.50 |
| INTER. BASKETBALL | 5.99 | 4.75 |
| CODENAME MATT II | 8.95 | 6.75 |
| RAID (OVER MOSCOW) | 9.95 | 7.50 |
| ARNHEM | 9.95 | 7.50 |
| GREMLINS | 9.95 | 9.99 |
| SPY V SPY | 9.95 | 7.50 |
| SHADOWFIRE | 9.95 | 7.50 |
| MARSPORT | 9.95 | 7.50 |
| WAY OF EXPLODING FIST | 9.95 | 7.50 |
| ONE ON ONE | 8.95 | 7.50 |
| ARCHON | 11.95 | 9.99 |
| EVERYONE'S A WALLY | 9.95 | 7.25 |
| BEACH-HEAD | 9.95 | 7.50 |
| HARD HAT MAC | 8.95 | 6.95 |
| DALEY TOMS SUPERTEST | 8.95 | 6.75 |
| DUN DARACH | 9.95 | 7.20 |
| COMBAT LYNXS | 8.95 | 6.90 |
| ROCCO (ROCKY) | 8.95 | 6.75 |
| ALIEN 8 | 9.95 | 7.50 |
| KNIGHTLORE | 9.95 | 7.50 |
| PROJECT FUTURE | 8.95 | 6.75 |
| STREET HAWKS | 8.95 | 6.75 |
| AZIMUTH (HEAD ALIGNMENT) | 8.95 | 7.50 |
| JUMP JET | 9.95 | 7.50 |
| STARION | 9.95 | 7.50 |
| INTER. KARATE | 6.50 | 4.75 |
| DRAGONTORC | 7.95 | 5.95 |
| RED ARROWS | 9.95 | 7.50 |
| MINI OFFICE | 5.95 | 4.75 |
| LORDS OF MIDNIGHT | 9.95 | 7.50 |
| *****BBC/ELECTRON***** | | |
| BEACH-HEAD (ELECTRON) | 9.95 | 7.50 |
| BEACH-HEAD (BBC) | 9.95 | 7.50 |
| MATCH DAY | 9.95 | 7.50 |
| BOFFIN | 9.95 | 7.95 |
| KNIGHTLORE | 9.95 | 7.50 |
| ALIEN 8 | 9.95 | 7.50 |

| ***COMMODORE*** | RRP | OUR PRICE |
|---|---|---|
| ELITE | 14.95 | 11.00 |
| WAY OF EXPLODING FIST | 9.95 | 7.50 |
| EXPLODING FIST (DISK) | 14.95 | 11.25 |
| QUAKE MINUS 1 | 9.95 | 7.50 |
| WIZARDRY | 9.95 | 7.50 |
| SUMMER GAMES II (CASS) | 9.95 | 7.50 |
| SUMMER GAMES II (DISK) | 14.95 | 11.25 |
| BEACH-HEAD II | 9.95 | 7.50 |
| BEACH-HEAD II (DISK) | 14.95 | 11.25 |
| BLACKWYTCH (ULTIMATE) | 9.95 | 7.50 |
| CODE NAME MATT II | 8.95 | 6.75 |
| EXODUS ULTIMA 3 (DISK) | 19.99 | 17.50 |
| BEACH-HEAD | 9.95 | 7.50 |
| F. BRUNO'S BOXING | 7.95 | 5.90 |
| G.A.C.C. ROAD RACE | 9.95 | 7.95 |
| FRANKIE GOES TO HOLLYWOOD | 9.95 | 7.50 |
| DALEY TOMS' SUPERTEST | 7.95 | 5.90 |
| STARION | 9.95 | 7.50 |
| DROPZONE | 9.95 | 7.50 |
| SUPER ZAXXON | 9.95 | 7.50 |
| RED ARROWS | 9.95 | 7.50 |
| BLUE MAX 2001 | 9.95 | 7.50 |
| INTERNATIONAL SOCCER | 14.95 | 11.25 |
| THE ROCKY HORROR SHOW | 8.95 | 6.75 |
| DAM BUSTERS | 9.95 | 7.50 |
| HYPERSPORTS | 8.95 | 6.75 |
| RAID OVER MOSCOW | 9.95 | 7.50 |
| LUCIFERS REALM (DISK) | 14.95 | 11.95 |
| AZIMUTH HEAD ALIGNMENT | 8.95 | 7.50 |
| NODES OF YESOD | 9.95 | 7.50 |
| STOP THE EXPRESS | 5.95 | 4.99 |
| SHADOWFIRE TUNER | – | 3.99 |
| KENNEDY APPROACH (CASS) | 14.95 | 11.25 |
| KENNEDY APPROACH (DISK) | 17.95 | 14.95 |
| ROBIN OF SHERWOOD | 9.95 | 7.50 |
| DALEY THOMP. DECATHLON | 7.95 | 5.90 |
| DONALD DUCK | 9.95 | 7.50 |
| ZORRO | 9.95 | 7.50 |
| SPY V SPY II | 9.95 | 7.50 |
| SKY FOX (CASS) | 9.95 | 7.50 |
| SKY FOX (DISK) | 12.95 | 9.99 |
| FIGHTER PILOT | 9.95 | 7.50 |
| PITSTOP II | 9.95 | 7.95 |
| JET SET WILLY II | 8.95 | 6.75 |
| INTER. KARATE | 6.50 | 4.50 |
| STARION | 9.95 | 7.50 |
| STREET HAWKS | 7.95 | 5.90 |
| TERROMOLINAS | 7.95 | 5.95 |
| TOUR DE FRANCE | 9.99 | 7.50 |
| SPY HUNTER | 9.99 | 7.50 |
| WORLD SERIES BASEBALL | 7.95 | 5.90 |
| FLIGHT SIMULATOR II (CASS) | | 45.00 |
| BARRY McGUIGAN BOXING | 9.99 | 7.50 |
| RESCUE ON FRACTALUS | 9.99 | 7.50 |
| QUICK SHOT II – JOYSTICK | – | 8.50 |

| ***COMMODORE*** | RRP | OUR PRICE |
|---|---|---|
| ELITE (DISK) | 17.95 | 14.95 |
| GRIBBLY'S DAY OUT | 9.99 | 7.50 |
| AIRWULF | 7.95 | 5.90 |
| HOBBIT | 14.95 | 9.99 |
| STRIP POKER | 9.95 | 7.50 |
| PACMAN | 9.95 | 7.95 |
| COMBAT LYNX | 8.95 | 6.75 |
| LORDS OF MIDNIGHT | 9.99 | 7.50 |
| THE FOURTH PROTOCOL | 12.95 | 10.99 |
| SHADOWFIRE | 9.95 | 7.50 |
| WIZARD + PRINCESS (DISK) | 14.95 | 11.95 |
| 5-A-SIDE FOOTBALL | 5.95 | 4.99 |
| RACING DESTRUCTION SET | 12.95 | 10.99 |
| THING ON A SPRING | 7.95 | 5.95 |
| ARCHON | 11.95 | 9.99 |
| IMPOSSIBLE MISSION | 9.95 | 7.50 |
| CASTLE OF TERROR | 9.95 | 7.50 |
| MERCENARY | | |
| MINI OFFICE | 5.95 | 4.75 |
| RAID ON BUNGLING BAY | 9.95 | 7.50 |
| F15 STRIKE EAGLE | 14.95 | 11.25 |
| MIG ALLEY ACE | 9.95 | 7.50 |
| BOUNTY BOB | 9.95 | 7.50 |
| COLOSSUS CHESS | 9.95 | 7.50 |
| ENTOMBED | 9.95 | 7.50 |
| SPEED KING | 9.95 | 7.50 |
| DALEY TOMS STAR EVENT (C16) | 6.95 | 4.99 |
| THE BOSS (C16) | 6.95 | 5.95 |
| AIRWOLF (C16) | 6.95 | 5.50 |
| *****MSX***** | | |
| GHOSTBUSTERS | 10.00 | 8.99 |
| DECATHLON | 9.95 | 7.95 |
| HOBBITT | 14.95 | 12.95 |
| RED MOON | 6.95 | 5.95 |
| SPACE SHUTTLE | 9.95 | 7.95 |
| *****ATARI***** | | |
| SOCCER | 9.95 | 7.95 |
| STRIP POKER | 9.95 | 7.50 |
| LOCIFERS REALM (DISK) | 14.95 | 11.95 |
| INTER. KARATE (CASS) | 6.50 | 4.50 |
| BOUNTY BOB (CASS) | 9.95 | 7.50 |
| AIRWOLF (CASS) | 9.95 | 7.50 |
| BRUCE LEE (CASS/DISK) | 14.95 | 11.95 |
| DROPZONE (DISK) | 14.95 | 11.95 |
| DROPZONE (CASS) | 9.95 | 7.50 |
| POLE POSITION (CASS) | 9.95 | 7.50 |
| WHIRLY NURDS (CASS) | 9.95 | 7.50 |
| SUPER ZAXXON (CASS) | 9.95 | 7.50 |
| SUPER ZAXXON (DISK) | 14.95 | 11.50 |
| SPY HUNTER (CASS) | 9.95 | 7.50 |
| SUMMER GAMES (DISK) | 14.95 | 11.50 |
| UP AND DOWN (CASS) | 9.95 | 7.50 |
| ONE ON ONE (CASS) | 9.95 | 7.95 |
| ARCHON (CASS) | 11.95 | 9.99 |
| ZORRO | 14.95 | 11.95 |

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE AT COST.
CHEQUES/POs PAYABLE TO: S.C.S., DEPT. CV, 653 GREEN LANES, LONDON N8 0QY. TEL: 01-800 3156 SAE FOR LIST. PLEASE STATE MACHINE TYPE.

* * * * * * * * * * * OR * * * * * * * * * *

COME AND PICK UP YOUR SOFTWARE AT MARBLES SHOPPING CENTRE, UNIT 11-12, 527-531 OXFORD STREET, LONDON W1R 1DD
(1 MIN FROM MARBLE ARCH TUBE STATION). FURTHER TITLES AND OFFERS AVAILABLE AT OUR SHOP, WHICH IS OPEN 7 DAYS A WEEK FROM 10.00-19.00, SUNDAY 11.00-18.00. PLEASE BRING COPY OF ADVERT TO THE SHOP FOR ABOVE DISCOUNTS. BARCLAYCARD AND ACCESS ORDERS TAKEN.

---

# HIRE SPECTRUM SOFTWARE

- **OVER 500** different titles available for hire including **ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL** etc.
- **OVER 10,000** tapes in stock. All publisher's originals.
- **LOWEST HIRE CHARGES** – hire up to 3 tapes at a time, from only 63p (plus P&P and VAT) for 2 weeks hire.
- **FREE** printed **CATALOGUE**.
- **FREE** newsletter with hints, tips, reviews, etc.
- **TAPES** for sale at **DISCOUNT** prices, (eg **MANIC MINER £2.00**).
- **FAST, FAST SERVICE.** All tapes sent by 1st class postage.
- **HALF-PRICE OFFER – LIFE** membership **ONLY £3.00** (normally £6.00).
- **FREE** first hire tape. (For limited period).
- **EUROPEAN MEMBERS WELCOME.** (Payment in Sterling).

Have you ever been disappointed with software you've purchased? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it will only cost you the hire fee.

**NSL** is the best **SPECTRUM** library, with over 8,000 delighted members, the largest range of tapes and controlled by our computer with 22 mb hard disc. **JOIN TODAY**, or, if you don't believe our claims write or 'phone 01-661 9240 for a catalogue, and check our competitors. We're confident you'll join **NSL**.

## NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheam, Surrey SM2 7NE.

I enclose £3.00 for **LIFE MEMBERSHIP**. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name ____________________

Address ____________________

____________________

____________________ CVG10

---

## FULL PRESTEL FOR ATARI USERS!

. . . with the Multi-Viewterm/Datatari modem serial interface plus software package from Miracle Technology.

This unique comms package gives ATARI* users full Prestel* facilities, including graphics, and allows access to Micronet*, Viewdata systems, telex, electronic mail, bulletin boards and databases. Datatari handles baud rates of 1200/75, 75/1200, 1200/1200, 300/300. 850 interface not required.

For models 400, 800, 600XL, 800XL, 65XE, 65XEM and 130XE used with suitable modems.

To get your ATARI on-line, all the way, clip the coupon today.

Please send me

☐ Multi-Viewterm/Datatari packages @ £59.95 inc VAT + £1.15 UK P/P.

☐ I enclose cheque/postal order

☐ charge my Access/Visa card no:

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

expiry date . . . . / . . . . / . . . .

Name . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Address . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . Postcode . . . . . . . . . . . . .

send to:
Atari Support 5, Miracle Technology (UK) Ltd,
St Peters Street, Ipswich IP1 1XB.
Tel 0473-50304.

*reg'd trade marks of the companies concerned

MIRACLE TECHNOLOGY

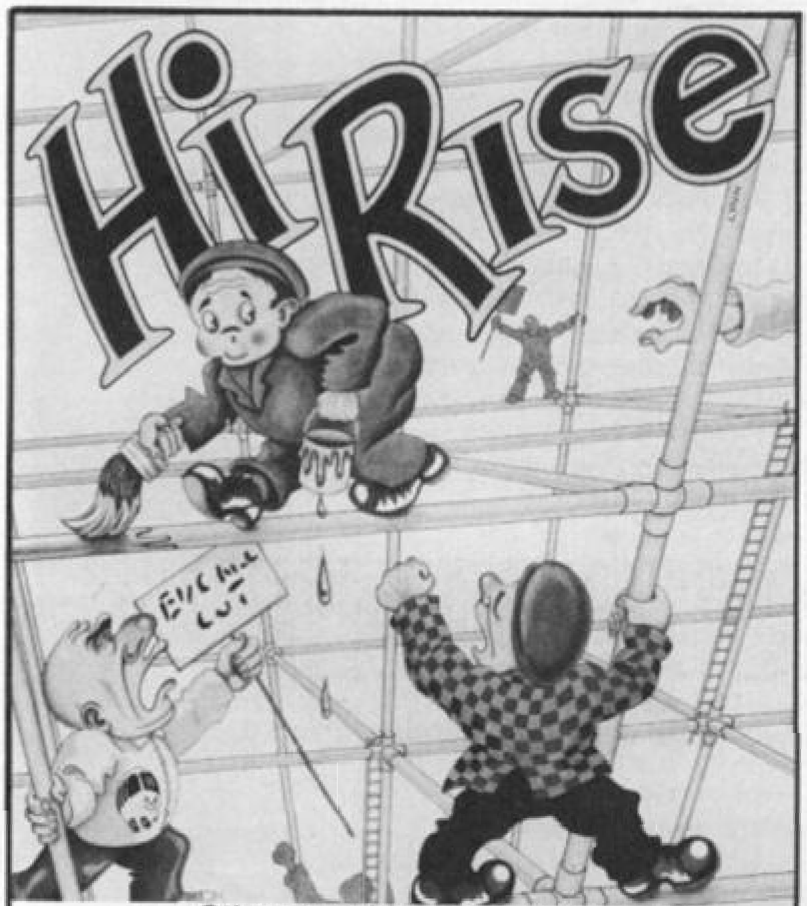
# DO YOU FIND CHOOSING SOFTWARE HARD?

*At the **VIRGIN GAMES CENTRES,** we've worked long and hard to put together the **UK'S BIGGEST RANGE** of **COMPUTER SOFTWARE GAMES.** We've got an unrivalled selection of... Arcade Games, Adventure Games, War Games, Classic Games, Family Games, Sports Games, Business and Educational Software. For Spectrum, QL, Atari, BBC, Electron, Commodore 64, Commodore C16, Enterprise, MSX and Amstrad machines.*

*Plus a large stock of utilities, peripherals, chess computers, books and magazines – and a range of Sinclair Commodore and Amstrad hardware. **And if you find choosing software hard, we have a team of knowledgeable staff to help you.***

Virgin **GAMES CENTRE**

172 Union Street, Aberdeen · 94/96 Briggate, Leeds · 100 Oxford Street, London W1



***Other new title – WIZARD'S LAIR for* Commodore 64, Amstrad and Spectrum**

**bubble bus software**

**87 High Street, Tonbridge, Kent TN9 1RX**
**Telephone: 0732 355962 Telex: 95151**

## MEGASAVE FANTASTIC SAVINGS

### SPECTRUM

| | |
|---|---|
| Skooldaze | 4.95 |
| Underwurlde | 6.95 |
| Knight Lore | 6.95 |
| Doomdark's Rev | 6.95 |
| Shadow Fire | 6.95 |
| World Baseball | 5.25 |
| Beach Head | 5.95 |
| Lords of Midnight | 6.95 |
| White Lightning | 12.50 |
| Gift of Gods | 7.25 |
| One on One | 7.50 |
| Everyone's a Wally | 7.50 |
| Technician Ted | 5.25 |
| Quill | 11.25 |
| Emerald Isle | 5.50 |
| Tapper | 5.50 |
| Spy Hunter | 5.50 |
| Bruce Lee | 5.95 |
| Gremlins | 7.25 |
| Wizards Lair | 5.50 |
| Formula 1 | 6.85 |
| Grand National | 5.85 |
| Dragontorc | 5.95 |
| Minder | 7.50 |
| Starion | 5.95 |
| Frankie Hollywood | 7.50 |
| Rocky Horror Show | 6.50 |
| Cauldron | 6.85 |
| Dummy Run | 7.50 |
| Nodes of Yesod | 7.50 |
| Daley's Supertest | 5.85 |
| Soft Aid | 4.99 |
| Fourth Protocol | 10.50 |
| James Bond | 7.50 |
| Rockfords Riot | 7.50 |
| Jet Set Willy II | 5.50 |
| Dun Darach | 7.50 |
| Streethawk | 5.25 |
| Spy vs Spy | 6.95 |
| Falcon Patrol 2 | 5.85 |
| Bulge | 7.50 |
| Pipeline II | 6.85 |
| Dambusters | 7.50 |
| Pole Position | 6.85 |
| Glass | 5.95 |
| Hyper Sports | 5.95 |
| Go to Hell | 5.85 |
| Rocco | 5.95 |
| F.B. Boxing | 5.25 |
| The Covenant | 5.95 |
| On the Run | 5.85 |
| NF Open Golf | 7.50 |
| Match Fishing | 5.85 |
| Red Arrows | 7.50 |
| Karate | 5.50 |
| Dynamic Dan | 5.50 |
| The Artist | 10.50 |
| Exploding Fist | 6.95 |
| Nightshade | 7.50 |
| Morden's Quest | 5.25 |
| Roland Rat | 5.50 |
| Abu Simbell | 5.95 |
| Juggernaut | 6.85 |
| Southern Belle | 6.85 |
| Highway Encounter | 5.95 |
| Leonardo | 6.85 |
| Metabolis | 5.50 |
| Basketball Int. (Elite) | 4.95 |
| Rupert Bear | 6.75 |
| Fairlight | 7.50 |
| That's the Spirit | 6.50 |
| Code Name Mat | 6.75 |
| Terromolinos | 5.95 |
| Now Games | 6.75 |
| Bounty Bob | 6.75 |

### COMMODORE

| | |
|---|---|
| World Baseball | 5.90 |
| Everyone's a Wally | 7.50 |
| Pole Position | 7.50 |
| Tri na Nog | 7.50 |
| Impossible Mission | 7.75 |
| Soft Aid | 4.99 |
| Archon | 8.50 |
| Frankie Hollywood | 7.50 |
| Shadowfire | 6.95 |
| Breakdance | 7.75 |
| Cauldron | 5.95 |
| Dropzone | 7.50 |
| Elite | 11.00 |
| Elite (disk) | 15.50 |
| Basketball | 4.95 |
| Dummy Run | 7.50 |
| Strangeloop | 6.85 |
| Dambusters | 7.50 |
| Pitstop II | 7.85 |
| Nodes of Yesod | 8.50 |
| Fourth Protocol | 10.50 |
| James Bond | 8.50 |
| Rocky Horror Show | 6.95 |
| Quake-1 | 7.50 |
| Jump Jet | 8.50 |
| Jet Set Willy II | 6.95 |
| Streethawk | 5.95 |
| Dambusters(d) | 12.50 |
| The Bulge | 7.50 |
| Daley's Supertest | 5.95 |
| Entombed | 7.25 |
| Int. Tennis | 4.95 |
| Hyper Sports | 6.50 |
| F.B. Boxing | 5.95 |
| Mig Alley | 7.50 |
| Ghost Chase | 7.50 |
| Dough Boy | 7.50 |
| Exploding Fist | 7.50 |
| Ghetto Blaster | 7.75 |
| Mini Office | 4.75 |
| Rockfords Riot | 7.50 |
| Botham's Cricket | 7.50 |
| N.F. Open Golf | 7.50 |
| Match Fishing | 5.85 |
| Red Arrows | 7.50 |
| G. Gooch's Cricket | 7.50 |
| Red Moon | 5.85 |
| Five-a-Side | 4.95 |
| Out on a Limb | 4.95 |
| Blackwyche | 7.50 |
| Karate | 5.50 |
| Beach-head II | 7.50 |
| Summer Games II | 7.50 |
| Thing on a Spring | 6.85 |
| Sky Fox | 7.50 |
| G.T. Am. R.D. Race | 7.50 |
| Tour de France | 7.50 |
| Wizardry | 7.50 |
| McGuigan | 8.00 |
| *Rupert Bear* | 5.95 |
| Fractalus | 7.50 |
| Kennedy Approach | 12.00 |
| Mercenary | 7.50 |
| *Terromolinos* | 5.50 |
| *Blue Max 2001* | 7.50 |
| Super Zaxxon | 7.50 |
| Speed King | 7.50 |
| Now Games | 6.75 |
| *Wirley Nurd* | 7.50 |
| Code Name Mat II | 6.75 |
| Donald Duck | 7.50 |
| F15 Strike Eagle | 12.00 |
| Zorro | 7.50 |
| Hacker | 7.50 |

**Postage included U.K. Please state which micro. Fast Service.**
**Send cheque/PO to: MEGASAVE, Dept. CVG, 76 Westbourne Terrace, London W2**

# MANIC PACMAN

```
60501 DATA169,106,90,175,107,218,175,107
,218,169,106,90,169,170,106,170,170,170
60502 DATA170,170,170,170,170,170,170,17
0,170,170,170,170,170,170,170
60503 DATA170,170,170,170,170,170,168,17
0,138,160,42,2
60510 DATA0,170,0,10,170,160,42,170,168,
42,170,168,42,170,168,169,170,106
60511 DATA165,169,106,167,233,250,167,23
3,250,165,169,106,169,170,106
60512 DATA170,170,170,170,170,170,170,17
0,170,170,170,170,170,170,170
60513 DATA170,170,170,170,170,170,170,17
0,170,168,170,138,160,42,2
61000 DATA0,0,22,5,0,39,22,5,4,1,17,1,4,
17,10,2,4,27,11,1,8,1,4,1,8,12,4,2
61001 DATA12,1,7,1,14,10,20,4,16,1,6,1,1
3,21,2,6,17,35,3,1,19,32,6,2,19,30,2,6
61002 DATA20,9,23,1,23,0,39,1,99,4,0,5,1
,20,12,33,0,33,5,0,7,0,20,3,29,3,32
61003 DATA13,24,758,882,167,140,167,111,
-8,0,0,0,0,0,0,0
61010 DATA0,0,22,5,7,35,12,5,0,39,21,5,5
,1,30,1,8,1,4,1,8,4,6,2,3,34,2
61011 DATA2,3,37,1,1,16,2,7,4,12,11,11,1
,19,12,2,2,17,22,3,1,6,34,1,1,7,36,2,2
61012 DATA11,36,2,2,15,36,2,2,19,36,2,2,
23,0,39,1,22,14,0,6,22,32,0,6,99,5,0,3
61013 DATA13,3,18,31,9,37,0,35,1,0,37,91
9,881,255,69,39,255,-8,0,147,213,147
61014 DATA251,8,0
61020 DATA0,0,22,5,0,39,22,5,5,1,6,1,5,8
,30,2,8,33,5,1,9,1,10,1,13,8,6,4
61021 DATA15,16,4,1,12,30,8,1,16,27,11,1
,20,24,14,1,23,0,39,1,99
61022 DATA5,0,5,1,21,0,30,6,38,10,23,5,0
,6,0,21,0,33,10,24,17,1,798,894
61023 DATA195,213,147,195,-8,0,39,69,39,
255,8,0
61030 DATA0,0,22,5,0,39,22,5,0,20,18,6,3
,22,8,1,5,8,0,1,4,12,1,1,4,17,0,1
61031 DATA4,34,4,1,5,1,0,1,8,1,2,2,8,30,
2,1,9,12,7,1,10,19,2,6,11,21,4,6
61032 DATA12,1,3,4,12,34,1,1,13,7,0,1,15
,17,6,1,16,32,0,6,17,10,4,1,17,33,0,6
61033 DATA18,34,0,6,18,37,1,1,19,27,3,1,
21,17,1,5,23,0,39,1,99,5,0,1,0,17,1,33
61034 DATA12,15,17,38,6,0,11,0,14,1,11,1
,14,20,33,11,1,118,913
61035 DATA160,149,160,192,8,0,171,213,17
1,251,8,0
61040 DATA0,0,22,5,0,39,22,5,5,2,5,1,5,1
2,3,1,5,23,7,2,5,31,2,1,5,34,4,2
61041 DATA9,37,1,1,11,2,13,1,11,23,5,4,1
1,30,0,2,11,34,1,1,14,1,2,2,17,1,2,2
61042 DATA17,4,11,1,17,23,8,1,17,38,0,1,
20,1,0,1,18,8,4,5,21,17,1,5
61043 DATA21,18,1,5,21,20,1,5,21,21,1,5,
22,22,7,6,23,0,39,1,99,4,2,38,12,38
61044 DATA18,7,18,9,18,0,29,1,29,2,29,3,
29,4,31,10,26,10,27,10,28,22,3,22,30
61045 DATA22,31,22,32,22,33,22,34,22,35,
22,36,22,37,22,38,899,162
61046 DATA128,117,40,128,-8,0,170,52,52,
196,0,8
61050 DATA0,0,22,5,0,39,22,5,3,34,4,4,6,
12.3.2,7,34,4,1,10,3,5,1,10,18,0,2
61051 DATA10,19,1,5,10,20,1,5,11,26,4,1,
12,1,1,2,15,1,0,1,15,2,2,2,15,10,19,1
61052 DATA14,28,0,6,16,19,3,5,16,20,3,5,
18,33,5,1,20,3,3,4,20,28,2,1
61053 DATA23,0,39,1,99,4,11,18,11,21,13,
38,18,1,2,2,34,19,3,38,379
61054 DATA168,149,168,224,8,0,104,149,10
4,160,8,0
61060 DATA0,0,22,5,0,39,22,5,0,19,19,6,4
,21,16,5,21,19,2,6,22,19,0,6
61061 DATA4,20,0,1,8,1,2,1,8,10,7,4,12,1
,0,1,16,1,10,1,17,18,2,1,21,8,3,1
61062 DATA4,22,16,2,5,22,16,2,6,22,16,2,
7,22,16,2,8,22,16,2,9,22,16,2,10
61063 DATA22,16,2,11,22,16,2,12,22,16,2,
16,22,2,1,16,29,2,1,15,36,2,1,19,25,3
61064 DATA1,19,32,3,1,23,0,18,1,23,19,20
,6,99,5,4,38,7,24,8,33,11,27,12,38,12
61065 DATA7,14,22,12,22,13,22,14,22,15,2
2,16,22,17,22,18,6,35,9,30,11,36,12,30
61066 DATA900,881,255,61,183,255,-8,0,34
,157,34,98,8,0
61070 DATA0,0,22,5,0,20,22,5,0,23,1,5,0,
39,22,5,6,1,3,1,6,12,5,1,10,1,0,1
61071 DATA10,10,3,1,14,2,2,2,14,15,2,1,1
7,3,1,2,18,12,1,1,20,5,3,1,21,14,3,4
61072 DATA21,18,1,5,22,19,0,6,5,38,0,1,6
,21,1,1,7,27,4,1,9,36,0,1,11,21,8,1
61073 DATA14,33,5,1,18,25,5,1,21,21,1,1,
23,0,39,1,99,4,0,38,9,8,9,17,22,38,6,1
61074 DATA4,0,8,1,12,0,21,1,21,22,28,859
,883
61075 DATA136,197,136,160,4,0,240,117,19
2,240,-8,0
61090 DATA0,0,22,5,0,39,22,5,5,5,0,1,5,7
,2,1,5,17,5,1,5,30,2,1,5,34,1,1
61091 DATA7,36,0,2,9,37,1,1,13,4,1,1,13,
7,2,1,13,17,0,1,13,18,4,4,13,30,2,1
61092 DATA13,34,1,1,14,1,1,1,18,4,1,1,18
,7,2,1,18,17,5,1,18,30,2,1,18,34,1,1
61093 DATA19,37,1,1,23,0,39,1,99,1,0,19,
1,0,18,1,881
61094 DATA160,69,160,184,2,0,120,200,56,
200,0,-16
61100 DATA0,0,22,5,0,39,22,5,0,1,7,6,5,1
,4,1,6,13,0,2,7,20,1,1,7,22,6,2
61101 DATA7,29,1,1,7,36,2,1,8,8,3,1,10,1
,1,1,11,7,2,4,11,37,1,1,13,13,7,1
61102 DATA15,6,5,2,15,11,0,1,15,35,0,1,1
7,23,3,1,19,1,1,1,19,34,4,1,21,28,1,1
61103 DATA23,0,39,1,99,5,2,33,2,38,6,1,8
,23,20,38,25,0,24,0,25,0,26,1,24
61104 DATA1,25,1,26,2,24,2,25,2,26,0,33,
1,33,0,38,1,38,8,28,9,28,10,28,11,28
61105 DATA12,28,13,28,14,14,15,14,16,14,
17,14,14,20,15,20,41,163
61106 DATA168,133,128,168,-8,0,184,85,18
4,248,8,0
20624
36937 T
20624
65280
56583 LYTAB(/VERIFYGOSUBON/DEFGOSUBONSTE
Pgosubonstep[illegible]
[illegible]bn^print#dimnot→+/def*notrunIleft$gosub
printprint#I
57000
34171 cinput#dfnktolinputZinput#+ Y
8320 stop[illegible] −fndimZinput#+ S
8370 [illegible]^fnh f n
                    h  sys/H*  s
                    Hg  sin>close
```

```
10 GOSUB 300:HI=100
20 GOSUB 240:LOCATE#1,1,2:PRINT#
1,"DAMAGE:":ENV 1,15,1,3,15,-1,2
:ENV 2,5,1,1,15,-1,15:LEVEL=5:DA
=0:SC=0:WINDOW#3,1,40,4,21
30 ORIGIN 0,0:X=312:Y=368:FUEL=1
00:TAG:POKE 33793,LEVEL:IY=4:GOS
UB 290:CLS#3
40 CHR=239:XP=X:YP=Y:Y=Y-IY:IF I
NKEY(18)=0 THEN IF FUEL>0 THEN S
OUND 129,0,30,7,0,0,3:FUEL=FUEL-
1:Y=Y+4:MOVE 528+FUEL,399:DRAWR
0,-14,0:CHR=241 ELSE SOUND 130,1
00,0,0,1
50 IF Y<44 THEN 200
60 IF INKEY(8)=0 THEN X=X-2
70 IF INKEY(1)=0 THEN X=X+2
80 TAGOFF:PEN 3:CALL 33792:PEN 1
:TAG:TL=TEST(X,Y):TR=TEST(X+16,Y
):BL=TEST(X,Y-16):BR=TEST(X+16,Y
-16):IF (TR OR BR OR TL OR BL)>1
 THEN 140
90 MOVE XP,YP:PRINT" ";:PLOT -10
,-10,1:MOVE X,Y:PRINT CHR$(CHR);
100 IF Y>368 THEN IF X<300 OR X>
330 THEN 200 ELSE 120
110 GOTO 40
120 FOR O=1 TO 5:SOUND 1,12*O:NE
XT:SC=SC+50
130 LEVEL=LEVEL-(LEVEL<26):MOVE
X,Y:TAG:PRINT" ";:GOTO 30
140 MOVE XP,YP:IF BR=2 AND BL=2
THEN 160
150 PRINT CHR$(238);:DA=DA+1:IF
DA=17 GOTO 200 ELSE LOCATE#1,1,3
:PRINT#1,STRING$(DA,233):SOUND 1
29,800,0,0,1:GOTO 40
160 PRINT CHR$(241);:IF Y=60 THE
N SC=SC+50 ELSE IF Y=64 THEN SC=
SC+100 ELSE IF Y=76 THEN SC=SC+2
00
170 TAGOFF:LOCATE 13,10:PRINT"CO
NGRATULATIONS!"
180 SC=SC+FUEL:PRINT CHR$(23)CHR
$(1):TAG:FOR T=0 TO X STEP 4:MOV
E T,16:PRINT CHR$(248);:MOVE T,1
6:SOUND 1,0,1,7,1,0,15:FOR K=1 T
O 5:NEXT:PRINT CHR$(248);:NEXT:T
AGOFF:PRINT CHR$(23)CHR$(0);
190 LOCATE 13,10:PRINT SPACE$(20
):IY=-2:Y=Y+4:GOTO 40
200 SOUND 135,1,0,0,2,0,14
210 FOR R=20 TO 160 STEP 20:FOR
U=1 TO 360 STEP 60:MOVE X,Y:PLOT
R R*COS(U),R*SIN(U),1:MOVE X,Y:P
LOTR (R-20)*COS(U),(R-20)*SIN(U)
,0:NEXT:NEXT
220 T=TIME:WHILE TIME-T<300:A$=I
NKEY$:WEND:CLS#3:PRINT#3,TAB(13)
CHR$(24)"ASTEROID LANDER"CHR$(24
```

# EROID

## ●AMSTRAD

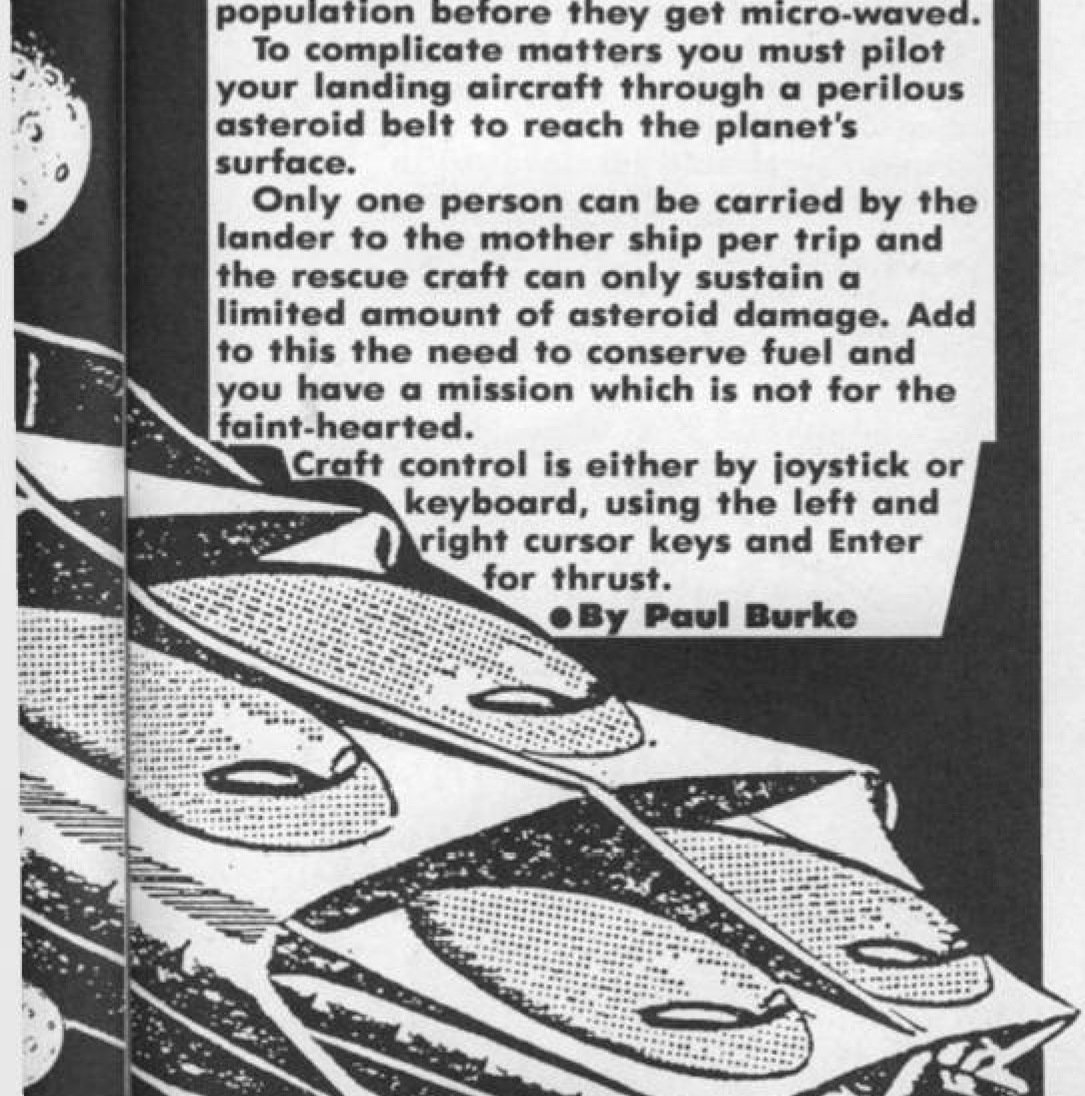
**A small planet faces destruction as their sun is about to go nova!**

**Your mission is to rescue the planet's population before they get micro-waved. To complicate matters you must pilot your landing aircraft through a perilous asteroid belt to reach the planet's surface.**

**Only one person can be carried by the lander to the mother ship per trip and the rescue craft can only sustain a limited amount of asteroid damage. Add to this the need to conserve fuel and you have a mission which is not for the faint-hearted.**

**Craft control is either by joystick or keyboard, using the left and right cursor keys and Enter for thrust.**

**●By Paul Burke**



# DER

```
):LOCATE#3,5,5:IF SC>HI THEN HI=
SC
230 PRINT#3,"SCORE"SC;TAB(23)"HI
-SCORE"HI:LOCATE#3,10,15:PRINT#3
,"PRESS A KEY TO PLAY":WHILE INK
EY$="":WEND:SOUND 7,30:GOTO 20
240 MODE 1:BORDER 13:INK 0,0:INK
 1,24:INK 2,12
250 DEG:ORIGIN 320,366:FOR T=270
 TO 450 STEP 10:MOVE 30+30*COS(T
),15*SIN(T):DRAW 30,15*SIN(T),1:
MOVE -30-30*COS(T),15*SIN(T):DRA
W -30,15*SIN(T):NEXT:ORIGIN 0,0:
MOVE 290,382:DRAW 350,382
260 ORIGIN 0,16:RESTORE 270:FOR
Z=1 TO 3:READ A,B,C:FOR T=A-4 TO
 A+2:MOVE T,-16:DRAW T,B,2:NEXT:
FOR T=B-4 TO B:MOVE A-C-2,T:DRAW
 A+C,T:NEXT:NEXT
270 DATA 96,46,8,320,30,12,512,3
4,14
280 FOR T=1 TO 640 STEP 2:MOVE T
,-16:DRAW T,10*COS(PI*T*3)*SIN(2
*T),1:DRAWR 0,8,3:NEXT:RETURN
290 PEN 1:LOCATE#1,1,1:PRINT#1,S
TRING$(LEVEL-5,248):LOCATE#1,29,
1:PRINT#1,"FUEL:"STRING$(6,233):
LOCATE#1,29,2:PRINT#1,"SCORE";SC
:RETURN
300 RANDOMIZE TIME:RESTORE 300
310 MEMORY 32767
320 FOR ROCK=0 TO 28:S=32768+ROC
K*5:POKE S,240:POKE S+1,INT(RND*
39)+1:POKE S+2,(RND*16)+5
330 POKE S+3,1:IF RND>0.5 THEN P
OKE S+3,255
340 POKE S+4,0:NEXT
350 FOR T=33536 TO 33553:READ A:
POKE T,A:NEXT
360 FOR T=33280 TO 33326:READ A:
POKE T,A:NEXT
370 FOR T=33792 TO 33809:READ A:
POKE T,A:NEXT
380 SYMBOL 240,56,126,127,127,25
5,254,124,16:SYMBOL 241,8,20,119
,85,119,28,62,107
390 RETURN
400 DATA &3E,31,&CD,&5A,&BB,&DD,
&7E,1,&CD,&5A,&BB,&DD,&7E,2,&CD,
&5A,&BB,&C9
410 DATA &DD,&7E,0,&FE,0,&20,1,&
C9,&CD,0,131,&3E,32,&CD,&5A,&BB,
&DD,&7E,1,&DD,&86,3,&FE,41,&20,2
,&3E,1,&FE,0,&20,2,&3E,40,&DD,&7
7,1
420 DATA &CD,0,131,&DD,&7E,0,&CD
,&5A,&BB,&C9
430 DATA &0E,28,&DD,&21,0,128,&C
D,0,130,&11,5,0,&DD,&19,&0D,&20,
245,&C9
```

asteroid lander ends ▶

# A DAY AT T

## •ANY ATARI

**Enjoy the thrill and excitement of a day at the races — without losing your shirt.**

**Up to four people can play this race simulation game which is written in Atari Basic and uses just under 8k of memory.**

**Each punter starts off with £100. The winner will be the person who has made most money at the end of the six race meetings.**

**Factors which will determine the outcome of each race are the odds and the going.**

**At the end of each meeting each punter's total is shown.**

**On a few of the program's lines characters are set in heavy type. This indicates that they — and the spaces in between — should be entered in INVERSE video.**

**•By Tom Wharton**

£50
£50
£50
£50
£50
£50
£
£
£
Kipper Williams

# THE RACES

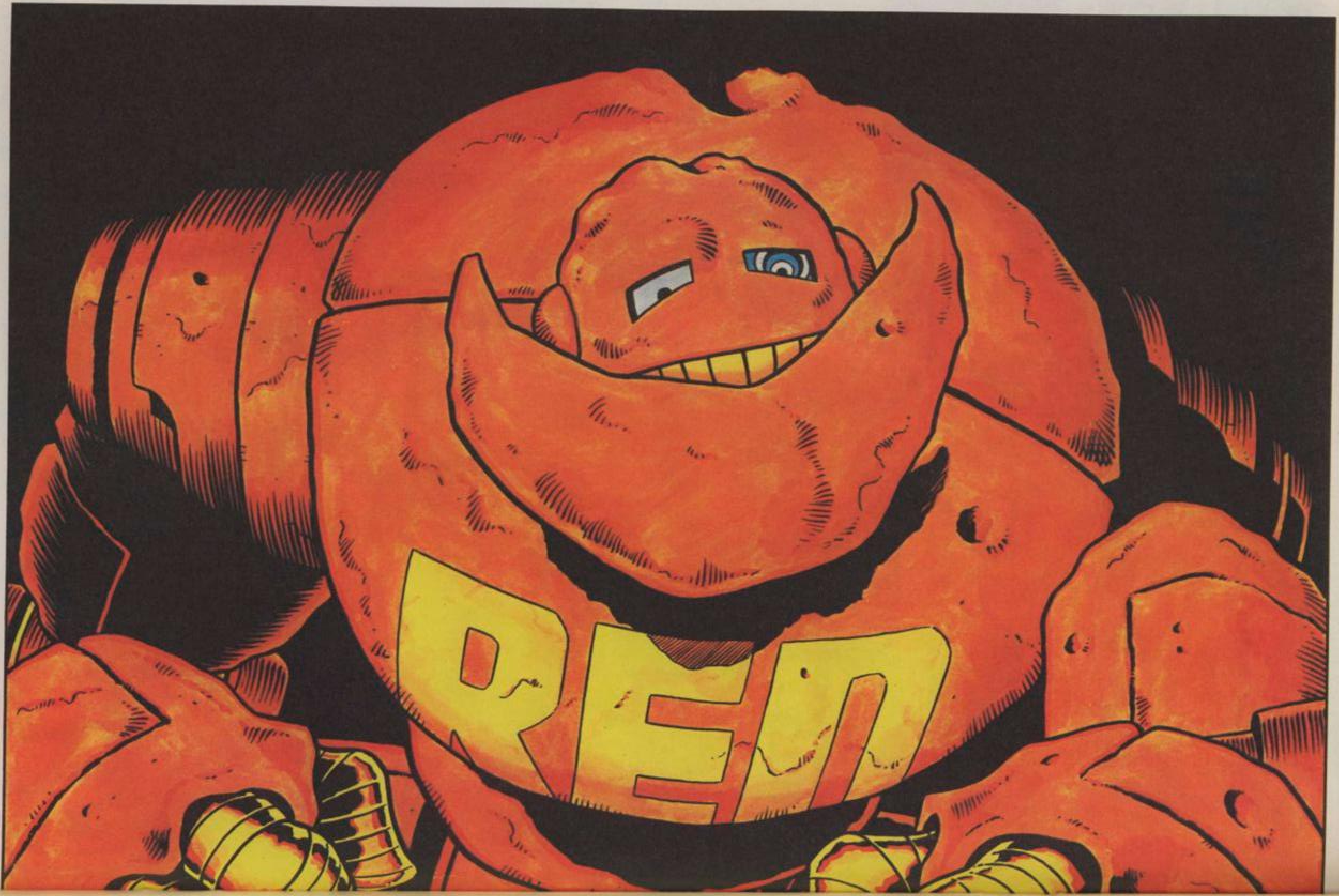
```
1 REM
2 REM
3 REM
4 REM

10 CLR:CLOSE #1:OPEN #1,4,0,"K:"
20 DIM WINNER$(17),SURF$(4),S$(4)
30 DIM HOR(5),STAK(5),TOT(5)
40 DIM NAGA$(13),NAGB$(17),NAGC$(17)
50 DIM NAGD$(17),NAGE$(16),NAMA$(6)
60 DIM NAMB$(6),NAMC$(6),NAMD$(6)
70 S$="    ":REM Four Spaces
80 GOSUB 3000:REM * INSTRUCTIONS *
90 GOSUB 4000:REM * ENTER NAMES *
100 RESTORE 2000:RACE=0:FOR M=1 TO I:TOT
(M)=100:NEXT M
110 RACE=RACE+1:GRAPHICS 0
120 POKE 752,1:POKE 756,204
130 SETCOLOR 2,15,0:SETCOLOR 4,12,0
140 G=INT(RND(0)*3)+1
150 IF G=1 THEN SURF$="FIRM"
160 IF G=2 THEN SURF$="GOOD"
170 IF G=3 THEN SURF$="SOFT"
180 IF RACE=6 THEN ? "FINAL RACE"
19u IF RACE<6 THEN ? " RACE NO.";RACE
200 POSITION 18,0:? "the going is ";SURF
$
210 ?:? S$;" **  THE RUNNERS ARE  ** "
220 FOR P=1 TO 100:SOUND 0,50,10,10
230 NEXT P:SOUND 0,0,0,0
240 READ NAGA$,NAGB$,NAGC$,NAGD$,NAGE$
250 ?:? NAGA$;"Fav. EVENS prefers GOOD"
260 ?:? NAGB$;"at 2-1 prefers FIRM":?
270 ? NAGC$;"at 5-1 prefers GOOD":?
280 ? NAGD$;"at 7-1 prefers SOFT":?
290 ? NAGE$;"at 10-1 prefers FIRM":?
300 ? S$;" **  PLACE YOUR BETS  ** ":?
310 FOR N=1 TO I
320 POSITION 2,15+(INT(N*1.8))
330 ON N GOSUB 340,350,360,370:GOTO 380
340 ? NAMA$:RETURN
350 ? NAMB$:RETURN
360 ? NAMC$:RETURN
370 ? NAMD$:RETURN
380 POSITION 9,15+(INT(N*1.8)):? "has ";
CHR$(8);TOT(N)
390 NEXT N
400 FOR M=1 TO I
410 IF TOT(M)<=0 THEN STAK(M)=0:POSITION
 13,15+(INT(M*1.8)):? "gone to the dogs.
.......":GOTO 500
420 POSITION 26,15+(INT(M*1.8)):? S$
430 POSITION 20,15+(INT(M*1.8)):? "horse
?";
440 GET #1,HS:HS=HS-48:? HS:HOR(M)=HS
450 IF HOR(M)<1 OR HOR(M)>5 THEN 420
460 POSITION 33,15+(INT(M*1.8)):? S$
470 POSITION 28,15+(INT(M*1.8)):? "stake
";
480 TRAP 460:INPUT STAK:STAK(M)=STAK
490 IF STAK(M)<>INT(STAK(M)) OR STAK(M)<
0 OR STAK(M)>TOT(M) THEN 460
500 NEXT M
510 FOR N=1 TO I:TOT(N)=TOT(N)-STAK(N):N
EXT N
520 A=610:B=620:C=630:D=640:E=650
530 X=INT(RND(0)*16)+1
540 ON G GOSUB 550,570,590:GOTO 660
550 ON X GOSUB A,A,A,A,A,B,B,B,B,B,C,C,C
,D,E,E
560 RETURN
570 ON X GOSUB A,A,A,A,A,A,A,B,B,B,C,C,C
,D,D,E
580 RETURN
590 ON X GOSUB A,A,A,A,A,A,B,B,B,C,C,C,D
,D,D,E
600 RETURN
610 Y=1:WINNER$=NAGA$:RETURN
620 Y=2:WINNER$=NAGB$:RETURN
630 Y=3:WINNER$=NAGC$:RETURN
640 Y=4:WINNER$=NAGD$:RETURN
650 Y=5:WINNER$=NAGE$:RETURN
660 FOR Z=1 TO I
670 IF Y=1 AND HOR(Z)=1 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)
680 IF Y=2 AND HOR(Z)=2 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*2)
690 IF Y=3 AND HOR(Z)=3 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*5)
700 IF Y=4 AND HOR(Z)=4 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*7)
710 IF Y=5 AND HOR(Z)=5 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*10)
720 NEXT Z
730 FOR D=1 TO 100:NEXT D
740 GRAPHICS 2:SETCOLOR 2,0,0
750 SETCOLOR 0,5,6:POSITION 6,3
760 ? #6;"under":POSITION 2,6
770 ? #6;"starters orders"
780 FOR P=225 TO 0 STEP-1
790 SOUND 0,P,10,8
800 NEXT P:SOUND 0,0,0,0
810 FOR T=0 TO 12:SOUND 0,50,50,8
820 POSITION T,3:? #6;" THEY'RE"
830 POSITION T,6:? #6;"    OFF!"
840 SOUND 0,0,0,0:FOR D=1 TO 15:NEXT  D
850 NEXT T:FOR D=1 TO 30:NEXT D
860 POSITION 12,3:? #6;S$;S$
```

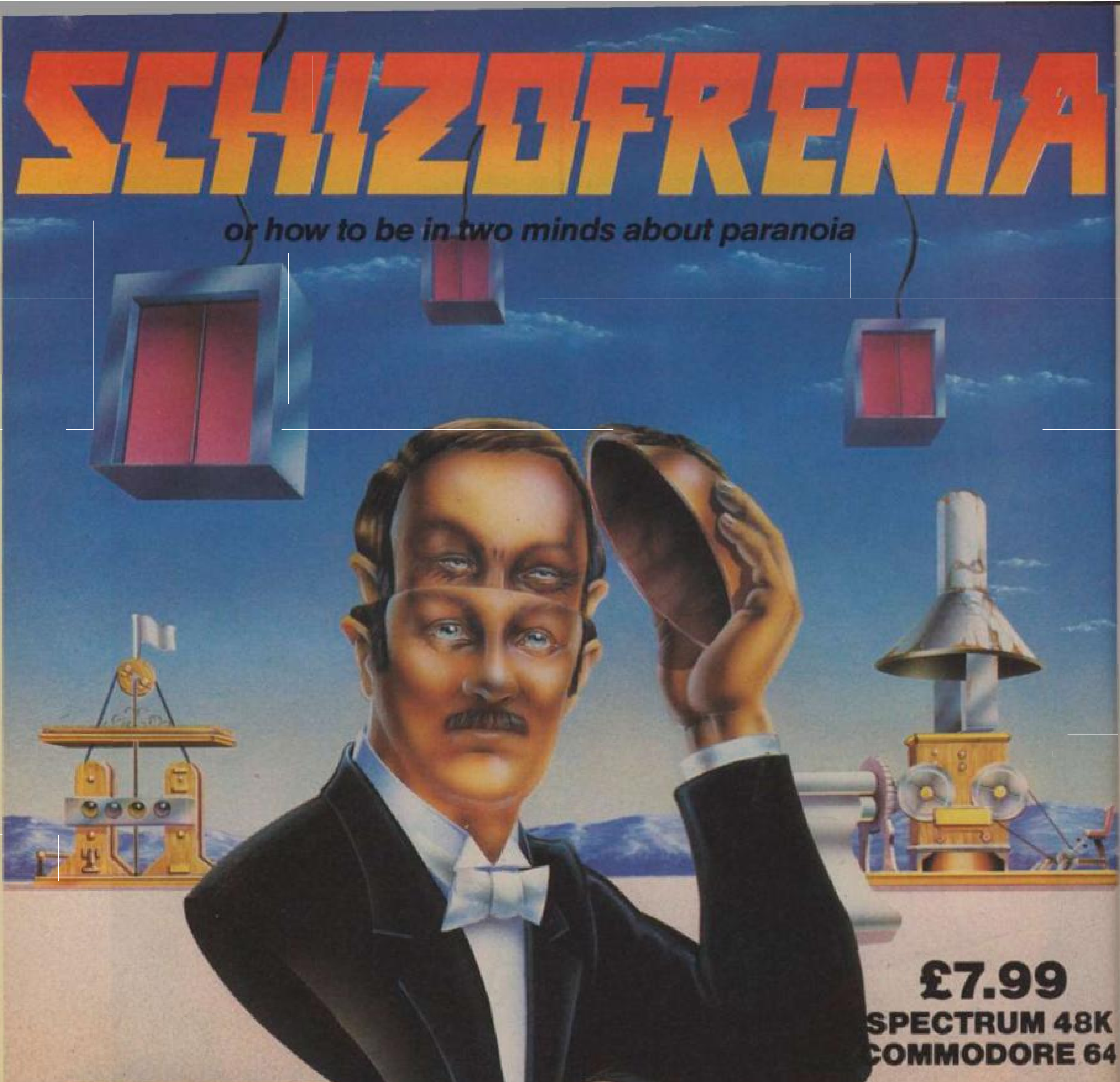
a day at the races continues p70 ▶

# A DAY AT THE RACES

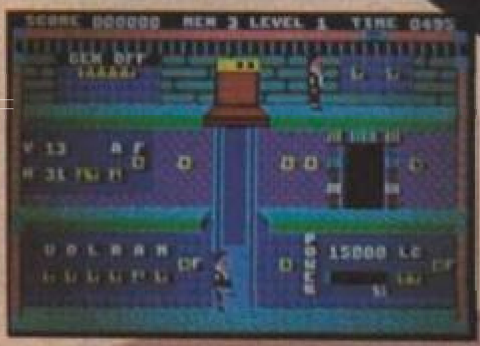
```
870 POSITION 12,6:? #6;S$;S$
880 POSITION 2,2:? #6;"the winner is"
890 FOR N=240 TO 1 STEP-3
900 SOUND 0,N,10,8:NEXT N
910 SOUND 0,0,0,0:SETCOLOR 0,Y,8
920 SETCOLOR 2,X,Y:SETCOLOR 4,X,Y
930 POSITION 2,5:? #6;WINNER$
940 FOR N=1 TO 240 STEP 3
950 SOUND 0,N,10,8
960 NEXT N
970 SOUND 0,0,0,0
980 FOR D=1 TO 200:NEXT D
990 IF RACE<6 THEN 110

1000 FOR P=1 TO 10:SOUND 0,30,10,12
1010 NEXT P:SOUND 0,0,0,0
1020 FOR P=1 TO 10:SOUND 0,50,10,10
1030 NEXT P:SOUND 0,0,0,0
1040 GRAPHICS 1:POKE 752,1
1050 SETCOLOR 2,0,4:SETCOLOR 4,Y,4:SETCO
LOR 0,12,2:POSITION 0,1
1060 ? #6; "the meeting is over"
1070 POSITION 1,5:? #6;NAMA$;" HAS ";TOT
(1)
1080 IF I>1 THEN POSITION 1,8:? #6;NAMB$
" HAS ";TOT(2)
1090 IF I>2 THEN POSITION 1,11:? #6;NAMC
$" HAS ";TOT(3)
1100 IF I=4 THEN POSITION 1,14:? #6;NAMD
$" HAS ";TOT(4)
1110 ? "Press: Restart from the beginnin
g,"
1120 ? "   or: Start again with same pun
ters,"
1130 ? "   or: To quit."
1140 GET #1,KEY
1150 KEY=KEY-81
1160 IF KEY<1 OR KEY>3 THEN 1140
1170 ON KEY GOTO 10,100,1180
1180 CLR:GRAPHICS 0:END

2000 DATA 1.BOB BOY....,2.DARK SECRET...
.,3.AFRICAN DREAM..,4.ROYAL PARADE...,5.
THE OUTSIDER..
2010 DATA 1.LIKELY LAD.,2.TROTTING TOM..
.,3.DADDYS BOY.....,4.YOUNG PRINCE...,5.
NO HOPER......
2020 DATA 1.LOCAL HERO.,2.RUNNING WILD..
.,3.AUSTRIAN STAR..,4.FINAL FLING....,5.
UNLUCKY LOSER.
2030 DATA 1.DICTATOR...,2.DISTANT COUSIN
.,3.JOEYS NIGHT....,4.OFF THE RAILS..,5.
COR BLIMEY....
2040 DATA 1.CHATTERBOX.,2.DREAMY LADY...
.,3.PERFECT CRIME..,4.BOX OF TRICKS..,5.
HOORAY HENRY..
2050 DATA 1.SOLID GOLD.,2.EASY STREET...
.,3.MOTHERS RUIN...,4.IRISH HOPE.....,5.
THE JOKER.....

3000 GRAPHICS 0:POKE 752,1
3010 SETCOLOR 2,0,4:SETCOLOR 4,6,2
3020 ? S$;S$;"** Welcome to **"
3030 ?:? S$;" *  A DAY AT THE RACES  * "
3040 ?:? S$;"The meeting contains six ra
ces,"
3050 ? "the race card is shown before ev
ery"
3060 ? "race begins."
3070 ? S$;"Study the going and the odds
and"
3080 ? "from it choose a likely winner t
hen"
3090 ? "enter its number and your stake
when"
3100 ? "prompted to do so."
3110 ? S$;"Once all bets are placed, sit
"
3120 ? "back and wait for the winner to
be"
3130 ? "announced.":?
3140 FOR D=1 TO 100:NEXT D
3150 FOR S=1 TO 15:SOUND 0,40,10,10
3160 NEXT S:SOUND 0,0,0,0
3170 RETURN

4000 ? " How many punters are there (1/4
)?"
4010 GET #1,I:I=I-48
4020 IF I<1 OR I>4 THEN 4010
4030 IF I=1 THEN ?:? "Enter your name lo
ne punter, no more  than six letters ple
ase:";:INPUT NAMA$:GOTO 4090
4040 POSITION 2,15:? "Please enter their
 names with no more than six letters per
 name....":?
4050 ? S$;"1st punters name";:INPUT NAMA
$
4060 ? S$;"   2nd punters name";:INPUT N
AMB$
4070 IF I>2 THEN ? S$;S$;"  3rd punters
name";:INPUT NAMC$
4080 IF I=4 THEN ? S$;S$;S$;" 4th punter
s name";:INPUT NAMD$
4090 POSITION 6,22:? "..PRESS ANY KEY TO
 BEGIN.."
4100 GET #1,KEY
4110 RETURN
```

a day at the races ends ◀


RED


SCHIZOFRENIA
or how to be in two minds about paranoia

**£7.99**
**SPECTRUM 48K**
**COMMODORE 64**


SCORE 000000 MEN 3 LEVEL 1 TIME 0495
15000

Alphonse T. Nurd needs help. His alter-ego has discovered the meaning of independence. If you can discover the secrets of sub-atomic particle separators and clean lifts, this is the game for you. The puzzle of a lifetime … or two.

QUICKSILVA

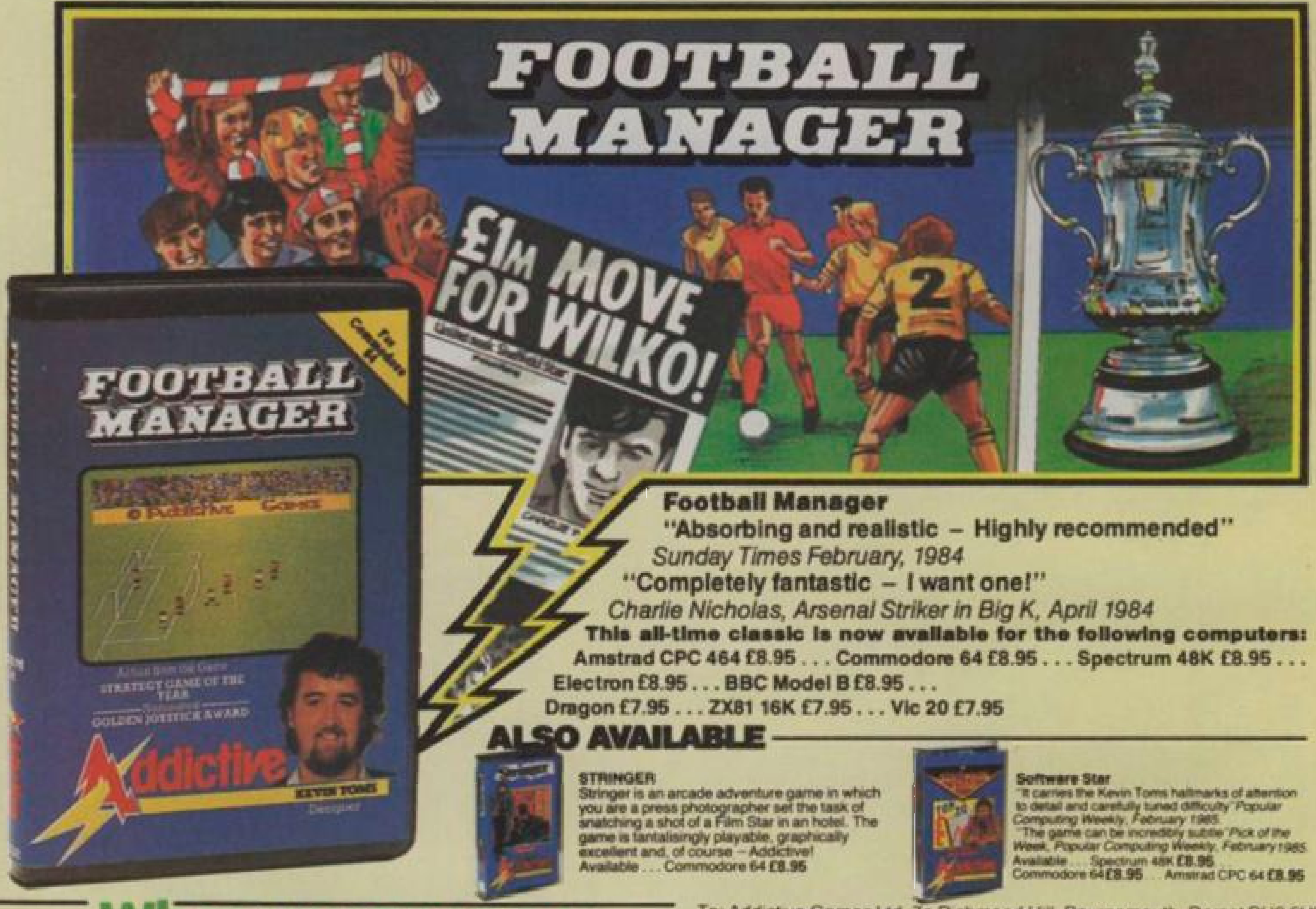
*The most powerful games in the Universe!*

Available from all good software shops.
In case of difficulty write to:
**QUICKSILVA Ltd.** Liberty House, 222 Regent Street, London W1R 7DB tel: 01 439 0666

Argus Press Software Group

# Could YOU win the F.A. Cup?

## Over 100,000 Computer Game Fanatics are trying!



**Football Manager**
"Absorbing and realistic – Highly recommended"
*Sunday Times February, 1984*
"Completely fantastic – I want one!"
*Charlie Nicholas, Arsenal Striker in Big K, April 1984*

**This all-time classic is now available for the following computers:**
Amstrad CPC 464 £8.95 . . . Commodore 64 £8.95 . . . Spectrum 48K £8.95 . . .
Electron £8.95 . . . BBC Model B £8.95 . . .
Dragon £7.95 . . . ZX81 16K £7.95 . . . Vic 20 £7.95

## ALSO AVAILABLE

**STRINGER**
Stringer is an arcade adventure game in which you are a press photographer set the task of snatching a shot of a Film Star in an hotel. The game is tantalisingly playable, graphically excellent and, of course – Addictive!
Available . . . Commodore 64 £8.95

**Software Star**
"It carries the Kevin Toms hallmarks of attention to detail and carefully tuned difficulty" *Popular Computing Weekly, February 1985*
"The game can be incredibly subtle" *Pick of the Week, Popular Computing Weekly, February 1985*
Available . . . Spectrum 48K £8.95
Commodore 64 £8.95 . . . Amstrad CPC 64 £8.95

## When you open an Addictive Game, there's a new world of discovery waiting for you.

To: Addictive Games Ltd, 7a Richmond Hill, Bournemouth, Dorset BH2 6HE

Please send me:
☐ cassette(s) of Football Manager for .................... (computer)
☐ cassette(s) of Stringer for .................... (computer)
☐ cassette(s) of Software Star for .................... (computer)
I enclose cheque postal order for £ ....................
Please debit my Access card No ....................
Delete as applicable
Name ....................
Address ....................
....................
Postcode .................... Tel: ....................

Access orders can be telephoned through on (0202) 296404

For overseas orders, please add £1.50.

Addictive

• Addictive Games •
7a Richmond Hill, Bournemouth BH2 6HE
Telephone: 0202 · 296404.

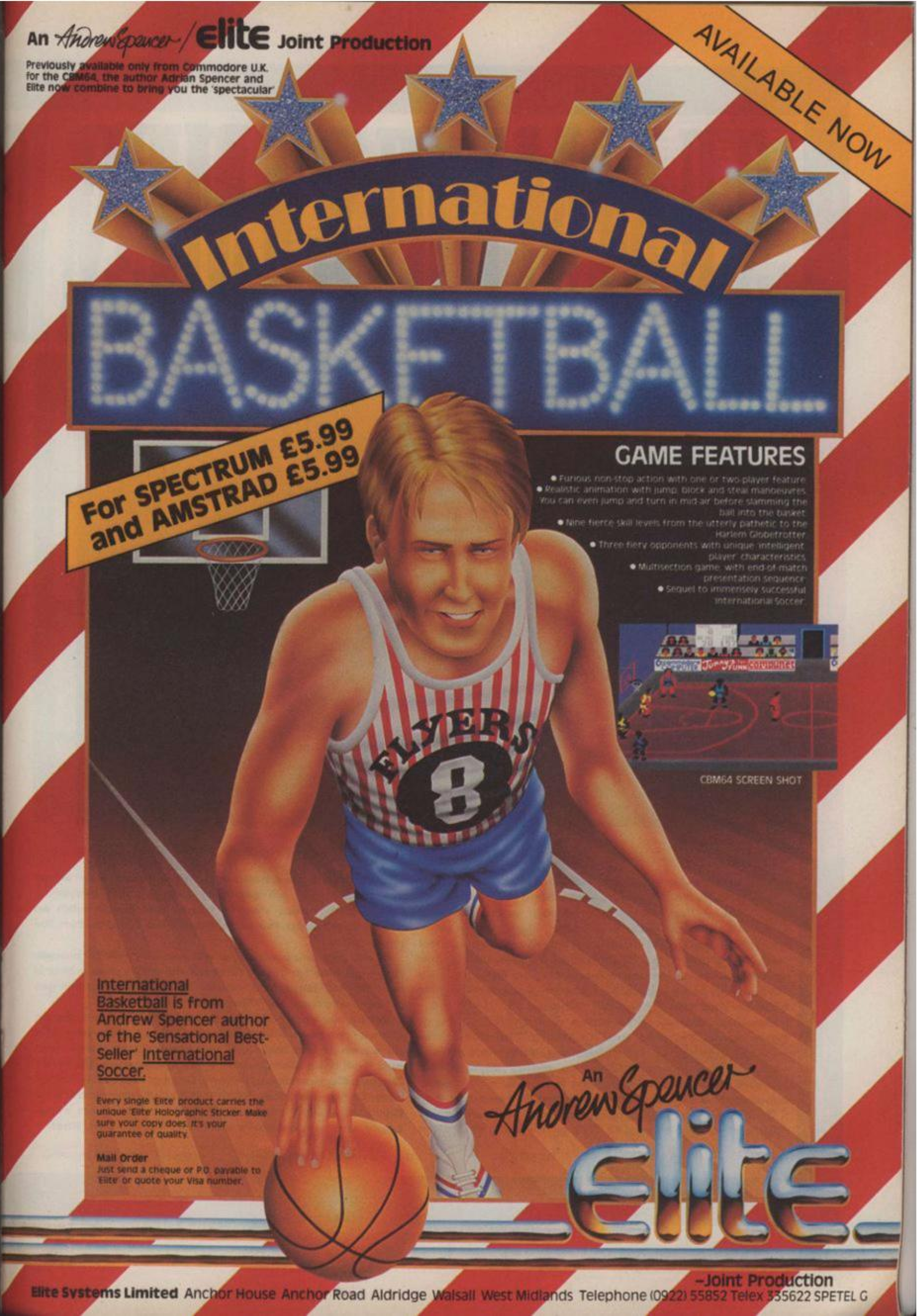
HACKER

You've stumbled into an
unknown computer system.
Now what?

"Logon".
One word appears on your screen.
What do you do now?
You don't know the password. You don't even know what computer system you've hacked into. But you do know that you must find out more.
There are no instructions. No rules. No clues.
You're completely on your own.
You've found your way in. But is there a way out?

ACTIVISION
HOME COMPUTER SOFTWARE

Available on Commodore C64/128 Cassette & Disc. Atari 800, XE, XL Cassette & Disc. Sinclair ZX Spectrum Cassette. Amstrad 464 Cassette.
Activision UK Ltd, 15 Harley House, Marylebone Road, London NW1 Tel: 01-935 1428
From selected branches of Boots, WH Smith, John Menzies, Lasky's, Spectrum, Greens, Woolworth, Littlewoods and good computer software stores everywhere



An Andrew Spencer / elite Joint Production

Previously available only from Commodore U.K. for the CBM64, the author Adrian Spencer and Elite now combine to bring you the 'spectacular'

AVAILABLE NOW

# International BASKETBALL

For SPECTRUM £5.99
and AMSTRAD £5.99

## GAME FEATURES

- Furious non-stop action with one or two-player feature
- Realistic animation with jump, block and steal manoeuvres. You can even jump and turn in mid-air before slamming the ball into the basket.
- Nine fierce skill levels from the utterly pathetic to the Harlem Globetrotter
- Three fiery opponents with unique 'intelligent player' characteristics.
- Multisection game, with end-of-match presentation sequence
- Sequel to immensely successful International Soccer.

CBM64 SCREEN SHOT

International Basketball is from Andrew Spencer author of the 'Sensational Best-Seller' International Soccer.

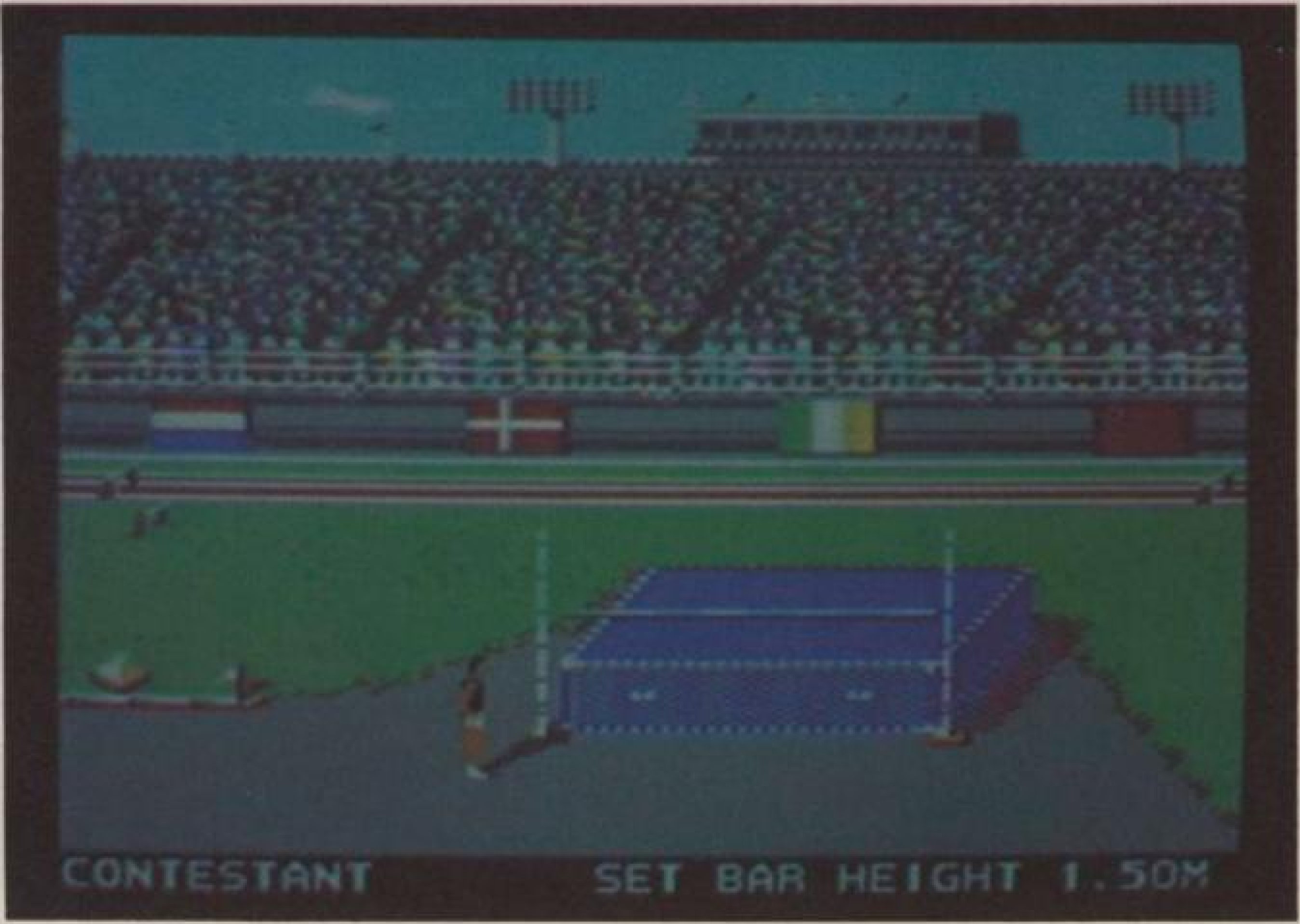
Every single 'Elite' product carries the unique 'Elite' Holographic Sticker. Make sure your copy does. It's your guarantee of quality.

**Mail Order**
Just send a cheque or P.O. payable to 'Elite' or quote your Visa number.

An Andrew Spencer
elite
–Joint Production

**Elite Systems Limited** Anchor House Anchor Road Aldridge Walsall West Midlands Telephone (0922) 55852 Telex 335622 SPETEL G

# SUMMER GAMES



Summer Games II is THE sports simulation of the moment. You've read the rave reviews, marvelled at the amazing graphics and gasped at the realistic animation. Now here's your chance to get your hands on a copy of the game!

And not only that. Our mates at U.S. Gold have agreed to throw in some more classic Epyx games for our top prize winners — the amazing *Impossible Mission* and the incredible *Pitstop II!*

*Summer Games II* includes events like Cycling, Triple Jump, Fencing, and Kayaking. The aim of the game is to make your national team Olympic champions in every sport. One to eight players can compete — and the program features some neat touches like the opening and closing ceremonies.

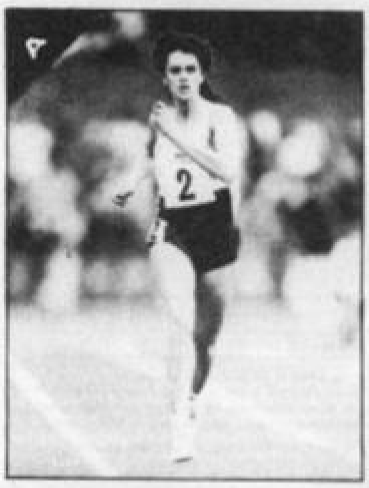
What can you say about *Impossible Mission* that hasn't already been said? This game set a standard which others have been striving to reach ever since.

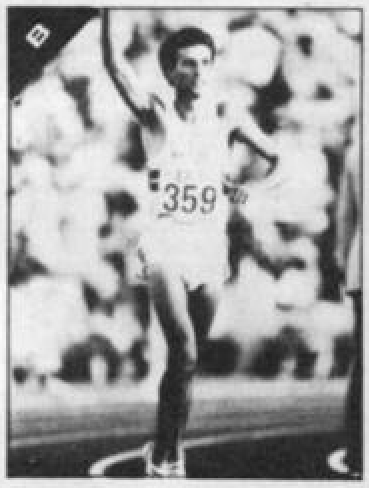
*Pitstop II* is an exciting two player, player v. computer motor racing game complete with an exciting pitstop feature. Fast and furious fun for race fans.

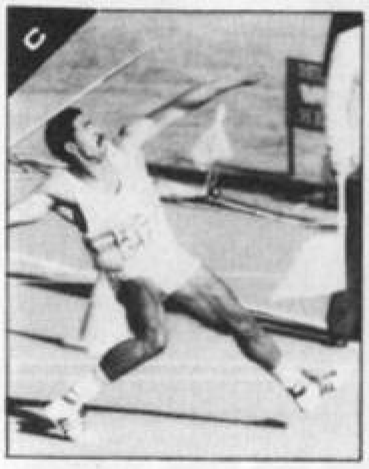
FIVE top prize winners will get all THREE classic Epyx games for their Commodore 64 plus a brand new *C+VG* Big Red t-shirt. 20 runners-up will get a copy of *Summer Games II.*

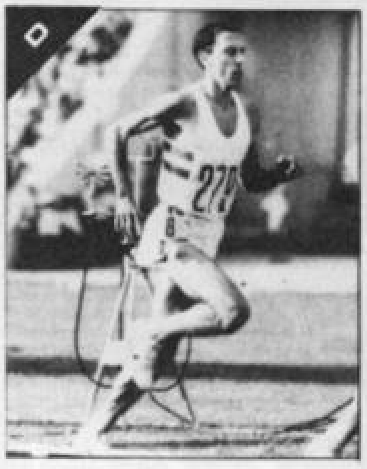
What do you have to do to get your hands on these mega-prizes? Simple. Just identify the pictures of the top U.K. athletes, fill in the coupon and mail it to *Computer + Video Games*, Summer Games Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is October 16th, normal *C+VG* competition rules apply and the editor's decision is, as ever, final.

# CHALLENGE









## C+VG/U.S. GOLD SUMMER GAMES II COMPETITION

I think the famous athletes are:

A

B

C

D

Name

Address

Cassette ☐ Disk ☐ T-shirt size: Med/Large

# competition winners

## • VIEW TO A KILL

**• David Collier of Llandudno is the lucky winner of our View To A Kill competition and he will be receiving an Enterprise 128 computer from Domark.**

25 runners up receive a t-shirt plus a single of the title music: Cathy Clarke, Co Durham; Nigel Mears, Leicester; Robert Dowle, Bristol; Steve Wood, Staffs; M Besseling, The Netherlands; P Lovelock, Essex; Nick Withey, Swindon; John P Ahmed, Hull; Stephen Bonil, Working; Darren Wilkinson, Cheshire; Rene Madsen, Denmark; N Reeves, Bristol; John Pollock, Glasgow; Richard Allen, N Ireland; Mark Beaumont, Reading; Mr A Trigg, Minsterworth; Ann Falato, London; Gary McCormack, Brighton; Lee Windle, Sheffield; Stephen Moore, W Midlands; P Soundy, Forres; A Farley, Cornwall; David Jack, Glasgow; Paul Standere, Ipswich; Martin Macey, Kent.

## • SHADOWFIRE

**• Nicholas Evans of Milton Keynes is the winner of our Shadowfire competition and will be receiving a framed original poster, game and T-shirt.**

10 second runners up will receive the game and t-shirt. They are — Ernest Francis, Middlesex; Alan Anderson, Doncaster; Jonathan Whittingham, Chester; Craig Curtis, S Glamorgan; Tommy Robertson, N Wales; Jason Pearman, Herts; Mrs B Lomas, Devon; Martin Kennaugh, Cornwall; John Tiley, Kent; Robert Shortland, Northants.

The next 15 runners up will receive a t-shirt: Chris Collins, Staffs; Roy Melvin Warrington; Robert Bonini, Glasgow; Jason Robert, Rossington; David Swegen, Birmingham; Craig McDowell, Cheshire; Vasco Novais de Oliveira, Portugal; Ian Grafton, Sheffield; John Swift, S Yorks; John Charlton, Tyne & Wear; Nigel Pye, W Yorks; Mike Mee, London; Lloyd Wilkes, Worcester; Jason Rodyard, Cheshire; Neil Williams, Cardiff.

## • AIRWOLF

**• The first 10 winners in our Airwolf competition receive very special Airwolf Digital Watches. They are:** Nicholas Foster, Merseyside; Anders Nordby, Norway; Raihan Khan, Whetstone; Stephen Moore, W Sussex; Mr S R Nicholson, Milton Keynes; Mr D Keham, Dorset; Stephen Choat, Essex; Reyman Zehtab-Jard, Cyprus; Per Dau Sorensen, Denmark; and Craig Curtis, S Glamorgan.

Twenty second prize winners will each receive copies of the game and a further 20 will receive posters of Airwolf.

## • ELIDON

**• A Commodore 64 was up for grabs in our Elidon competition and the first person out of the box with the correct answers was A Wilcockson from Derby.**

Ten runners up win copies of the game: Ian Anderson, Staffs; Ian Henry, S Wales; William Church, Cornwall; Jorge F Silva, Portugal; Simon Jones, Mid Glamorgan; David Conway, Bucks; E C Jones, Coventry; Matthew Plumb, Reading; Jean-Paul Bayley, Birmingham; Craig Hilton, Staffs.

## • SUPERGRAN

**• Tea with SuperGran was the prize in our July competition and the lucky person who will be coming to London to meet her is Nick Withey from Swindon.** Two people from the office shall be going along as well, so watch this space to find out what happened.

Ten runners up shall be receiving a t-shirt and a copy of the game.

## • STAR SEEKER

**• Courtesy of the people at the London Planetarium and Mirrorsoft, ten readers will be able to go and see for themselves the attractions of one of London's most famous spots:**

Anthony Roberts, Gwent; Mr S Goodwin, Essex; Sebastian Richard, London; K Makwana, Rugby; David A Jones, Derbys; Steven Evans, Hants; David Fox, Sheffield; Mordechai Rabinon, Edgware; Jonathan Brough, Devon; Khon Dang, Oldham.

25 runners up each receive a copy of the Star Seeker tape.

## • ROCKY HORROR SHOW

**• Jonathan Whittingham is the winner of this competition and shall be receiving a copy of the LP, t-shirt and an autographed copy of the game.**

20 runners up receive a copy of the game: Stephen Walsh, Kinloss; Kevin Ogden, Wisbech; Mark Morley, Newcastle upon Tyne; D A Geoghegan, London; Stephen Day, Hartwell; Richard Bentwood, Manchester; Gordon MacDonald, Glasgow; P Dunlop, Surrey; Mark Topkipsop, Yorkshire; Andrew Walton, Manchester; Miss Mariya Saul, London; D Sherwood, York; Neil Johnson, Stafford; Darren Wilshaw, Newcastle; Adam Mawdesley, Dorset; Mark Drackford, Essex; David Sejrup, Merseyside; John J Jolly, Glasgow; and someone signing himself "The Horrow Show Fan", Lincoln.

# BARGAIN SOFTWARE

**Dept. CVG9, Unit 1, 1 Esmond Road, London W4 1JG**

**Phone orders welcome. Ring 01-995 2763**

| SPECTRUM | RRP | Our Price |
|---|---|---|
| NIGHTSHADE | 9.95 | 7.50 |
| DAMBUSTERS | 9.95 | 7.50 |
| FAIRLIGHT | 9.95 | 7.50 |
| ROBIN OF SHERWOOD | 9.95 | 7.50 |
| NOW GAMES (6 TOP TITLES) | 8.95 | 6.70 |
| QUAKE MINUS 1 | 9.95 | 7.50 |
| RAMBO | 7.95 | 5.95 |
| NEVER ENDING STORY | 9.95 | 7.50 |
| STREET HAWK | 6.95 | 5.20 |
| DALEY'S SUPERTEST | 6.95 | 5.25 |
| ABU SIMBEL (PROFANATION) | 7.95 | 5.95 |
| EXPLODING FIST | 8.95 | 6.70 |
| SOUTHERN BELLE | 7.95 | 5.95 |
| STARION | 7.95 | 5.95 |
| SHADOWFIRE | 9.96 | 7.50 |
| RED MOON | 6.95 | 5.20 |
| NODES OF YESOD | 9.95 | 7.50 |
| MORDEN'S QUEST | 6.95 | 5.20 |
| MONOPOLY | 9.95 | 7.50 |
| METABOLIS | 6.95 | 5.20 |
| MEGAHITS (10 TOP TITLES) | 19.95 | 9.99 |
| JET SET WILLY II | 6.95 | 5.20 |
| INTERNATIONAL KARATE | 6.50 | 4.90 |
| INTERNATIONAL BASKETBALL | 5.99 | 4.50 |
| HYPERSPORTS | 7.95 | 5.95 |
| HIGHWAY ENCOUNTER | 7.95 | 5.95 |
| HERBERT'S DUMMY RUN | 9.95 | 7.50 |
| FRANKIE HOLLYWOOD | 9.95 | 7.50 |
| FOURTH PROTOCOL | 12.95 | 9.70 |
| EMERALD ISLE | 6.95 | 5.99 |
| DYNAMITE DAN | 6.95 | 5.20 |
| DUN DARACH | 9.95 | 7.50 |
| THE BULGE | 9.95 | 7.50 |
| FRANK BRUNO'S BOXING | 6.95 | 5.20 |
| THE ARTIST | 12.95 | 9.99 |
| ALIEN 8 | 9.95 | 7.50 |
| **POLE POSITION** | 7.99 | 2.99 |
| **COMMODORE 64** | | |
| NICK FALDO'S GOLF | 9.95 | 7.50 |
| WORLD SERIES BASEBALL | 7.95 | 5.95 |
| GREMLINS | 9.95 | 7.50 |

| COMMODORE 64 | RRP | Our Price |
|---|---|---|
| **SUMMER GAMES II** (CASS) | 9.95 | 7.50 |
| **SUMMER GAMES II** (DISK) | 14.95 | 11.20 |
| BEACH HEAD II | 9.95 | 7.50 |
| JUMP JET | 9.95 | 7.50 |
| ROCKFORD'S RIOT | 9.95 | 7.50 |
| KENNEDY APPROACH | 9.95 | 7.50 |
| TOUR DE FRANCE | 9.99 | 7.50 |
| RACING DESTRUCTION SET | 12.95 | 9.99 |
| SPY VS SPY II | 9.95 | 7.50 |
| SPEED KING | 9.95 | 7.50 |
| MERCENARY | 9.95 | 7.50 |
| WIZARDRY | 9.95 | 7.50 |
| ROAD RACE | 9.95 | 7.50 |
| RAMBO | 8.95 | 6.70 |
| DALEY'S SUPERTEST | 7.95 | 5.95 |
| NEVER ENDING STORY | 9.95 | 7.50 |
| SKY FOX | 9.95 | 7.50 |
| TERROMOLINOS | 7.95 | 5.95 |
| SUPER ZAXXON | 9.95 | 7.50 |
| F. BRUNO'S BOXING | 7.95 | 5.95 |
| THE BULGE | 9.95 | 7.50 |
| DROPZONE | 9.95 | 7.50 |
| ELITE | 14.95 | 11.20 |
| EXPLODING FIST | 9.95 | 7.50 |
| FOURTH PROTOCOL | 12.99 | 9.75 |
| G. GOOCH'S CRICKET | 9.95 | 7.50 |
| HERBERT'S DUMMY RUN | 9.95 | 7.50 |
| HYPERSPORTS | 8.95 | 6.70 |
| IMPOSSIBLE MISSION | 9.95 | 7.50 |
| MEGAHITS (10 TOP TITLES) | 19.95 | 9.99 |
| PITSTOP II | 9.95 | 6.50 |
| THING ON A SPRING | 8.95 | 6.70 |
| SUPER HUEY | 8.95 | 6.70 |
| SHADOWFIRE | 9.95 | 7.50 |
| SPITFIRE 40 | 9.95 | 7.50 |
| NOW GAMES (6 TOP TITLES) | 8.95 | 6.70 |
| WIRLEY NURD | 9.95 | 7.50 |
| FIVE A SIDE SOCCER | 5.95 | 4.50 |
| SPY HUNTER | 9.95 | 7.50 |
| BLACKWITCH | 9.95 | 7.50 |
| INTERNATIONAL SOCCER | 14.95 | 11.20 |

**ALL PRICES INCLUDE P&P. OVERSEAS ORDERS PLEASE ADD £1 PER TAPE**

---

# GOOD BYTE

## SPECTRUM

| GAME | RRP | OUR PRICE |
|---|---|---|
| HIGHWAY ENCOUNTER | 7.95 | 5.95 |
| NICK FALDO | 9.95 | 6.50 |
| TALOS | 7.95 | 5.95 |
| FRANKIE GOES TO HOLLYWOOD | 9.95 | 6.75 |
| A VIEW TO A KILL | 10.99 | 7.50 |
| SPY VS SPY | 9.95 | 5.99 |
| STARION | 7.95 | 5.25 |
| HYPERSPORTS | 7.95 | 4.99 |
| DALEY'S SUPER-TEST | 6.95 | 5.25 |
| SHADOWFIRE | 9.95 | 5.99 |
| NODES OF YESOD | 9.95 | 6.99 |
| FRANK BRUNO BOXING | 6.95 | 4.99 |
| DYNAMITE DAN | 6.95 | 4.95 |
| RAM TURBO INTERFACE | 22.95 | 10.99 |
| NIGHTSHADE | 9.95 | 7.50 |
| ROBIN OF SHERWOOD | 9.95 | 7.50 |
| PROFANATION | 7.95 | 5.95 |
| WAY OF THE EX. FIST | 9.95 | 6.25 |
| ROCKFORD'S RIOT | 9.95 | 6.99 |
| JUGGERNAUT | 7.95 | 5.95 |
| FAIRLIGHT | 9.95 | 7.50 |
| THAT'S THE SPIRIT | 7.95 | 5.95 |
| SOUTHERN BELLE | 7.95 | 5.95 |
| RED MOON | 6.95 | 5.25 |
| RED ARROWS | 8.95 | 6.75 |
| INT. BASKETBALL | 5.95 | 4.95 |
| INT. KARATE | 6.50 | 4.95 |
| BORED OF THE RINGS | 6.95 | 5.25 |
| CYLU | 2.50 | 1.75 |
| J.S.W. II | 6.95 | 5.25 |
| CODE NAME MAT II | 8.95 | 6.75 |
| TRIVIA | 7.95 | 5.95 |
| TERRORMOLINOS | 6.95 | 5.25 |
| WORLD SERIES B'BALL | 6.95 | 5.25 |
| CAULDRON | 7.99 | 5.95 |
| J.S.W. | 6.99 | 5.25 |
| ROCKO | 7.95 | 5.95 |

## COMMODORE 64

| GAME | RRP | OUR PRICE |
|---|---|---|
| NICK FALDO | 9.95 | 6.50 |
| FRANKIE GOES TO HOLLYWOOD | 9.95 | 6.75 |
| WAY OF THE EXPLODING FIST | 9.95 | 6.25 |
| ELITE | 14.95 | 11.00 |
| G. GOOCH TEST CRICKET | 9.95 | 6.25 |
| HYPERSPORTS | 8.95 | 5.99 |
| SHADOWFIRE | 9.95 | 5.99 |
| SHADOWFIRE (Disc) | 13.95 | 8.00 |
| J.S.W. II | 8.95 | 6.25 |
| DALEY T. SUPERTEST | 7.95 | 5.50 |
| ROCKFORD'S RIOT | 9.99 | 5.99 |
| FRANK BRUNO | 7.95 | 5.50 |
| ROBIN OF SHERWOOD | 9.95 | 7.50 |
| NODES OF YESOD | 9.95 | 7.50 |
| BATTLE OF BRITAIN | 9.95 | 7.25 |
| THING ON A SPRING | 7.95 | 5.50 |
| SKY FOX (Disc only) | 12.95 | 8.99 |
| RUPERT BEAR | 7.95 | 5.95 |
| BLACKWYCHE | 9.95 | 7.50 |
| PSI WARRIOR | 9.95 | 4.99 |
| INTERNATIONAL KARATE | 6.50 | 4.50 |
| WIZARD'S LAIR | 8.95 | 6.50 |
| BRIAN BLOODAXE | 9.99 | 7.50 |
| NOW GAMES | 8.95 | 6.75 |
| TERRORMOLINOS | 6.95 | 5.25 |
| FANTASTIC FOUR | 9.95 | 7.50 |
| RED MOON | 6.95 | 5.25 |
| STARION | 9.95 | 7.50 |
| SKY FOX | 9.95 | 7.50 |
| WIZARDRY | 9.95 | 7.50 |
| CODE NAME MAT II | 8.95 | 6.75 |
| JOURNEY | 7.95 | 5.95 |
| RACING DESTRUCTION SET | 14.95 | 11.00 |
| VIEW TO A KILL | 10.00 | 7.75 |
| JUMP JET | 9.95 | 7.50 |
| THEATRE EUROPE | 9.95 | 7.50 |
| BRIAN JACKS | 7.95 | 5.95 |

## AMSTRAD

| GAME | RRP | OUR PRICE |
|---|---|---|
| SORCERY | 8.95 | 6.50 |
| COMBAT LYNX | 8.95 | 5.25 |
| DUN DARACH | 9.95 | 6.50 |
| DALEY THOMPSON DECATHLON | 8.95 | 6.00 |
| FRANK BRUNO | 8.95 | 6.99 |
| EXPLODING FIST | 9.95 | 6.50 |
| A VIEW TO A KILL | 10.99 | 7.00 |
| INTERNATIONAL KARATE | 6.50 | 4.50 |
| STARION | 9.95 | 7.25 |
| EVERYONE'S A WALLY | 9.95 | 7.25 |
| DRAGONTORC | 7.95 | 5.95 |
| ONE ON ONE | 9.95 | 7.50 |
| ROCKY (ROCCO) | 8.95 | 6.50 |
| WIZARD'S LAIR | 8.95 | 6.50 |
| PROJECT FUTURE | 8.95 | 6.50 |
| BRIAN JACKS | 8.95 | 6.50 |
| THEATRE EUROPE | 4.95 | 7.50 |
| EXPLODING FIST | 9.95 | 7.50 |
| VIEW TO A KILL | 10.99 | 8.99 |
| DRAGONTORC | 7.95 | 5.95 |
| BRIAN BLOODAXE | 8.95 | 6.75 |

**QUICKSHOT II NOW ONLY £8.50**

ALL PRICES INCLUDE P&P

**Goodbyte offers some of the most competitive prices for software available. If you don't see the the game you require listed, please ring for the most up-to-date news on releases and back catalogue files on 01-404 4245.**

PLEASE NOTE IF OUR ORDER EXCEEDS £50
YOU GET 10% FURTHER DISCOUNT

SEND CHEQUE/P.O. TO

GOODBYTE
94 LEATHER LANE, LONDON EC1
(TEL: 01-404 4245)

Access

---

# BEWARE...
# SHE'S COMING...

# TWISTER

## The mother of harlots

**System 3 Software**

---

# Compumart

*Mega Deals*

## ATARI HARDWARE

| | |
|---|---|
| Atari 800XL Computer & Atari 1050 Disk Drive<br>(inc. Home Filing Manager & Pay off Adventure & Atari Demo) | £234·95 + £3 p&p |
| Atari 800XL Computer | £79·95 + £3 p&p |
| Atari 1050 Disk Drive (With FREE DOS 2.5) | £159·95 + £3 p&p |
| •NEW• Atari 130XE Computer (With 2yr. Warranty) | £149·95 + £3 p&p |
| •NEW• Atari 130XE Computer & Atari 1050 Disk Drive (with 10 Blank Disks FREE) | £289·95 + £3 p&p |

## BLANK DISKS

Top Quality 5¼" Single Sided/Double Density Blank Disks
Buying in bulk has enabled us to supply these disks at the

**Best Prices in the U.K.**
**With a LIFETIME WARRANTY**

Box of 10 5¼" SS/DD Blank Disks including labels and write protect tabs

**ONLY £9·95 + £1 p&p**

Buy 5 Boxes and get a **FREE** Storage Case worth over £10!!!

50 5¼" SS/DD Blank Disks in a **FREE** Perspex Storage Case

**ONLY £49·95 + £8 p&p**

**Goods despatched same day . . . . Disks 1st class post, Hardware – parcel post**
**Please send cheques/postal orders to:-**
**Compumart, (Dept. )**
**71 Gracedieu Road, Loughborough,**
**Leics. LE11 0QF Tel: (0509) 569259**

VISA

# C+VG ADVENTURE NEWS

• Watch out for the **RATS!** Yes, James Herbert's famous novel all about our furry friends is the latest book to get the computer adventure treatment. Herbert's novel has been adapted by a new development team known as Five Ways Software. Designer Andy Halliday has apparently suffered awful nightmares while working on the game — whether they were caused by the horrible nature of RATS or the pressure of deadlines we'll probably never know! Andy has also been closely involved in the development of the Lone Wolf series of adventures. The RATS should be coming your way very soon — watch these pages for their paw prints!

Coming to a *C+VG near you soon. The third Computer + Video Games* Book of Adventure! It's **FREE** with our extremely special December issue. *It* will be packed with Helpline Hints, plus all the latest games reviews, up to the minute adventure news and a couple of great competitions for you to enter. And it's yours for absolutely nothing. Amazing isn't it? Oh yes, for those of you who missed out on the *C+VG* Adventure Club when we launched it a while back, there will also be another chance to join up. Another good reason not to miss *Computer + Video Games.*

## PIMANIA THE SUNDIAL IS REVEALED!

The Golden Sundial of Pi has been claimed and an era in computer gaming has ended.

On July 22nd 1985, **Sue Cooper** and **Lizi Newman**, both of Ilkley in Yorkshire, stood at the mouth of a horse cut into the chalk hill of High and Over, near the villages of Alfriston and Litlington, in the Sussex Downs.

As they waited, soaking wet in the pouring rain, the famous Piman clambered out from a clump of bushes and, to the strains of his own signature tune, presented the two lucky ladies with the coveted Golden Sundial. The Piman was, of course, the infamous Christian Penfold in uniform.

After drying out, the two ladies were treated to dinner at the Seven Sisters Hotel in Seaford, a couple of miles down the hill.

The successful Pimaniacs — Sue and Lizi make no bones about having been hooked on the treasure hunt — couldn't be called teenage gamesters.

Sue is a teacher at Guisley Infants School, and Lizi the proprietor of a music shop in Ilkley.

Not normally addicted to computer games, they have been playing *Pimania* since early 1983 on a Spectrum. When I asked Sue for an estimate of the number of keyboard hours they had put in, she replied: "Very little, we knew it had to be a horse fairly early on, so most of our time was spent in researching where!"

The horse clue comes from the *Pimania* map, in the shape of the constellation of Pegasus, the horse. So Sue and Lizi visited public libraries, and consulted books such as *Collins Field Guide* and *Hill Figures*, to try to decide on the correct "horse" location.

They visited quite a few, including one at Westbury, and this was their second attempt at a claim, the first being at Uffington.

The clue that pointed them to the correct geographical location was the fact that Pegasus is near the Seven Sisters of the Plough. Their search, after a misleading pointer to Cambridgeshire in the Field Guide, finally put them on to the Seven Sisters cliffs between Seaford Head and Beachy Head, near to High and Over.

However, they were not convinced that they had the right spot until they made a pre-visit the day before. They saw the large compass mounted on a pillar, close to the car-park entrance at this local beauty spot.

They also noticed the inscription of Psalm 33 on a metal plate set in stone (and adjacent to Psalm 34 in the game) nearby.

But it wasn't until they saw the view down into the Cuckmere Valley, where the river meanders to its outlet at Cuckmere Haven, that they became convinced that this was indeed the view shown in the *Pimania* graphic when looking through the telescope.

"We both got immense pleasure from the game, and the research we did leading from it," she explained. "We have learned an awful lot about our country in the process," said Sue.

What about the unlucky ones, those Pimaniacs who had gathered for the annual ritual at various spots around the countryside in vain?

"If we hadn't won the sundial, it would still have been worthwhile, for the pleasure gained from Pimania depended on how much you put into it. Other Pimaniacs, I am sure, will agree that their effort brought its own reward!"

I wasn't in Sue's good books when I spoke to her, for my July article had upset her. "It wasn't fair to suggest it was a rip-off," she protested. OK — apologies for any such implication, I take it all back.

Although I now live 20 miles away, I know the area very well, for I once lived in Seaford, less than two miles away, and my local was the Seven Sisters where Sue and Lizi dined.

There's a wonderful view from High and Over on a clear day, but although it's a local beauty spot, the horse must have been difficult to research, for it is not an ancient monument. It was created by Canadians during the First World War. It has recently been restored.

"What will you do with the prize?" I asked. "That's exactly what we're beginning to wonder, because never really thinking we would win it, we hadn't planned how we could share it!"

At the moment, the sundial is swapping mantlepieces every couple of days, and being shown off to friends and neighbours. One thing is certain, it will never be melted down and divided — Sue and Lizi are quite certain about that!

What a wonderful ending to the most talked about adventure game of all time — so far? There's GOT to be another, and I can only think of two people who could do it. Mel and Christian, get your heads together again fast! I'll never doubt you again!

The full solution to Pimania has been produced in the form of a booklet, and is available to Pimaniacs everywhere, by sending £1 to Automata, PO Box 78, Portsmouth, Hants.

# ENTHAR SEVEN

***Enthar Seven*** is the latest adventure from Robico, and the most enjoyable and exciting that I have played to date.

BBC cassette owners — go out and buy a disk drive now. Disk owners read on, then go and buy the game!

The program comes in two formats, a twin disk pack for 40 track users, and a single floppy on 80 tracks. I played a pre-production version in the 40 track format.

On loading, a colourful title page invites you to either play the adventure, or to read other information about Robico. This is really rather good advertising, as the spare space on the program disk is filled with screen shots of other games. Inventive stuff!

A detailed introduction to ***Enthar Seven*** explains that you have, er ... "borrowed" a space hopper, and then realised that you can't fly it!

Things seem to be going well until the hopper's orbit around Enthar Seven begins to decay. That is the first problem. Getting off the space ship before you spiral into the planet is the second.

This is fairly easy to achieve, but when you end up in pitch darkness with just a space suit and helmet to keep you company, you realise that something is seriously wrong.

It took me about 20 minutes to sort that out, but once done, the fun really begins! The text is lengthy, interesting and incredibly atmospheric.

The game is truly huge, with 450 locations and 80 objects. I've only seen half of the objects, and cannot imagine what the rest consist of!

There is so much to say about the game in such a short space, that I'll have to give you only a brief idea of game play.

The planet is split into seven sections and by use of the teleport, instead of a clock as in ***Lords of Time***, you can jaunt around the planet, solving bits of each section before making your way back to the metal cubicle.

It seems that each section can be partially solved with objects found in that sector, before coming across a more sticky problem.

I can't guarantee this, as the author Robert O'Leary has moved some of the objects around for the final version.

Remember the ***Martian Chronicles*** by Rad Bradbury on telly, with those wonderful shots of wind-swept plains, and huge Martian constructions? This is just what comes to mind when you find yourself staggering blindly through a barren wilderness with only eight moves before you explode!

There are caverns, houses, forests, swamplands, high-security areas, a barren wilderness, vast radiation poisoned wastelands, a dried-up lake, a river, and an acid pool, and even a storyline other than your own, about the Lorvox family.

I have yet to complete the game, having done about 73%, but am determined to do so. Let's face it — I'm hooked! One part I particularly enjoyed was sneaking up on an extremely unfriendly security camera and rendering it useless — great fun!

If your input isn't understood and you repeat the same command, the program will get quite upset! This is all part of the fun, and in keeping with the humour that runs throughout the game.

LOOK AT is permissible, along with many other sentence commands. This is particularly well implemented, for if the word following LOOK AT is not understood, the general surroundings are described instead. This is a lot better than a "I can't see a ..." message.

Typing USE (always a sign of desperation!) produces a very helpful message, and SCORE produces an hilarious one!

There is good use of Mode 7 colour (which can be switched off by people who like b&w eye strain!) and the INVENTORY and LOOK commands handle objects very well; a paragraph is presented instead of a long list — even AND is inserted before the final item.

You can do some very complex things with some of the objects. For example, should you need a vacuum cleaner, and find one that doesn't work, you will have to remove the bag and repair it with another object, and attach a power cell, before you can proceed with the task in hand!

The "nuts and bolts" of the programming are good, with useful commands such as "@BUFFSAVE" which will store your current position in memory. It works like a saved game on disk, but is much faster and very useful for poor old single-drive owners like me!

Unlike another disk adventure I recently reviewed, this one doesn't "hang up" if you have the wrong disk in at any time, it simply informs you something is wrong, and asks you to insert the correct disk before continuing.

The response times are not all that fast, and the longest is 24 seconds. However, all the commands can be abbreviated, and this speeds up the access time to an average of about five seconds.

***Enthar Seven*** comes in a very professional looking package, with an SOS card, an adventurer's notepad, and detailed instructions, all titled with Robico's smart gold on black logo.

It's available for BBC B on disk only, from Robico Software of Mid-Glamorgan, and costs £17.95 for 40 track version, £16.95 for the 80 track version.

**Jim Douglas**

**● Personal Rating: 10 doesn't start to say it!**

# SUPER GRAN

This adventure is released by Tynesoft, but written by those well known characters from Adventure International, Brian Howarth and Mike Woodroffe, who recently wrote ***Gremlins***.

This adventure follows very closely the format used with ***Gremlins***, down to the same style split screen graphics and text display.

As I took my first steps as Super Gran, I found myself in the town of Chisleton on a quest to recover the Mayor's chain of office and a valuable art treasure, stolen by Scunner Campbell and his bunch of cronies.

With some help from a younger cousin who was really into Super Gran, I soon found myself outside Scunner Campbell's house, where cries for help were coming from an upstairs window.

This, I thought, would be the trigger that would send Super Gran leaping into action and save whoever was in distress! But absolutely nothing happened!

I just knew that somehow Super Gran could use that pole to vault up into the window, but how? I was just about to call it a day when I found VAULT POLE worked, and there I was standing inside Scunner Campbell's bedroom.

Despite the starting difficulties, all was not lost, for at this point the adventure started to show its true class. As the plot unfolds, it places one puzzle after another in your path. Finding the right answer may mean a lot of running about, and getting your timing just right.

The puzzles are of an easy level, and best suited to young adventurers or perhaps those looking for a small fun adventure to help while away a few hours. After a shaky start, I found it very enjoyable to play, even though it does not contain the type of puzzles that take months to solve.

The graphics are of the same high standard as those seen in ***Gremlins***, and the text input allows for more than one command to be entered on one line. The whole thing is rounded off with a light hearted sense of humour.

***Super Gran — The Adventure*** is available for the Spectrum, Commodore 64 and Amstrad, with full colour graphics and animation, and in text only for the BBC, Electron, and Commodore 16.

**Paul Coppins**

**● Personal Rating: 7**

# C+VG ADVENTURE REVIEWS/2

# TERRORMOLINOS!

*Terrormolinos* is the product of two twisted minds. They belong to Peter Jones and Trevor Leever, who brought you the ultimate social climbing game, *Hampstead.*

Pete and Trev, as they like to be called, enjoy a good joke and hate adventure games based on swords and sorcery. "There're so many other things people could write games about," said Pete, "But they don't!"

They also don't like computer programmers as a breed: "They all wear anoraks and have spots!"

Pete and Trev like to think of themselves as all roundmulti-media entertainers. Both have been involved in a comedy duo called the Three Ronnies, groups called The Dave — because all the band members were called Dave — and The Self-Righteous Brothers. They also produced a stunning video all about their home town of Slough. Which is where their latest game begins.

The odd couple developed the game using the Quill and then handed it over to the Melbourne House boffins to convert into machine code.

*Terrormolinos* is being re-programmed in machine code from the Leever and Jones *Quill*, prototype by James Byrne and Roger Taylor. Roger's own games have already been enjoyed by many. He is the author of political spoofs *Denis Through the Drinking Glass*, and *The Tebbit.*

Roger called on 17 year old James to help him out with some machine code on the BBC version of *Hampstead.*

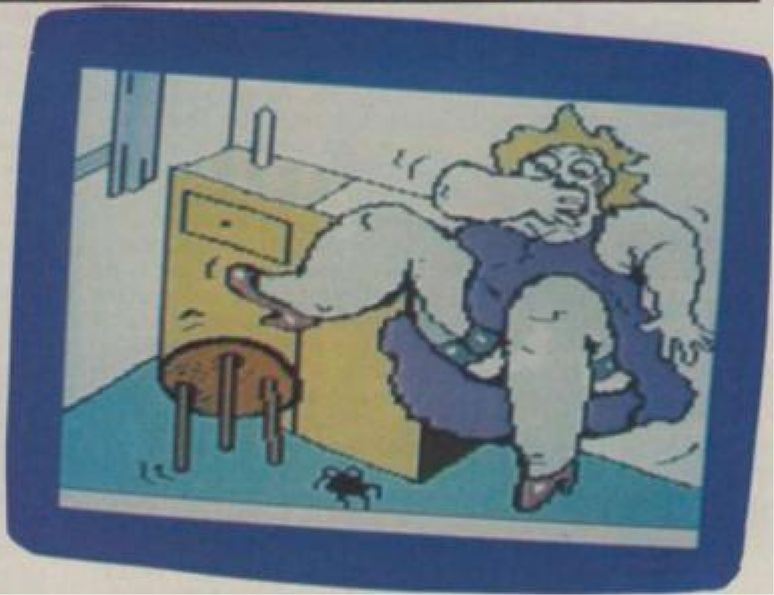
James converted the BBC Basic program for *Denis* into 6502 code, and on this they have since based their own Adventure writing system.

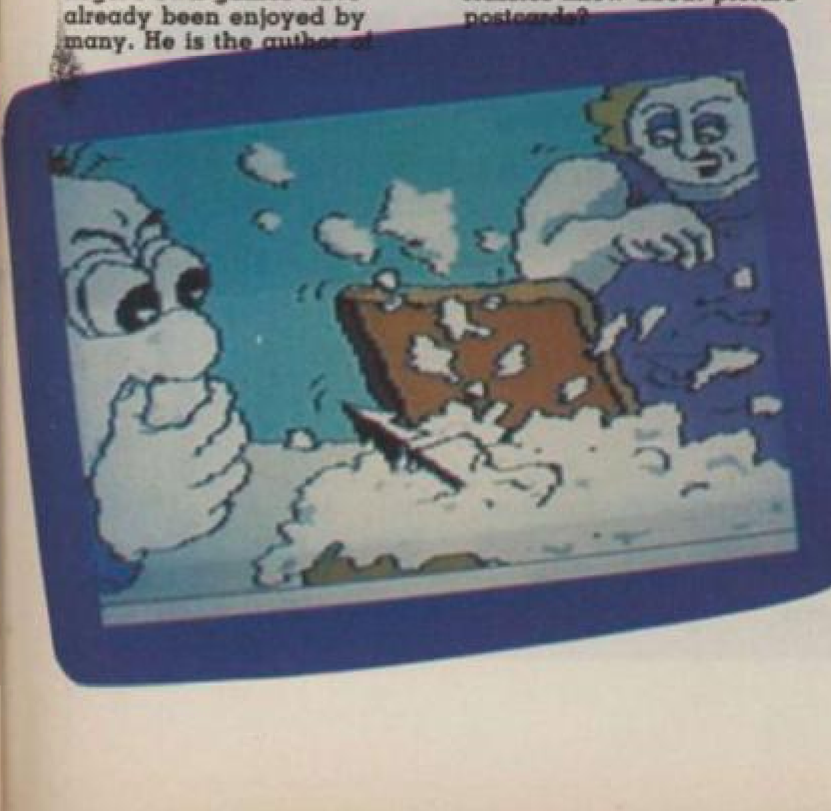
As time passed their conversion system has been refined and by the time *Terrormolinos* came up, "we had a system that worked much more efficiently than the original," said James.

Its advantage over the *Quill* is that of memory requirements, for by using compressed text and much smaller tables, space becomes available for reasonable graphics to be added.

James added: "The only real problem we can foresee is the pictures. At the time of writing, they are being designed and programmed in Australia, and no one in Britain has yet seen them. Nor do we know how much memory they will occupy!"

I always thought saucy postcard humour was essentially British, and after learning that the inclusion of "Leather Head" in *Sherlock* was purely accidental, as it was thought to be a fictitious town, I wonder how much the Aussies know about picture postcards?





Regret having taken that package holiday to Spain? Still nursing an overdose of sun and a gippy tummy? Now that the hols are over, you can relive those happy(?) moments spent with your wife Beryl and kids Ken and Doreen by visiting *Terrormolinos* — everyone's nightmare holiday resort.

Starting off in the smelly hallway of your exotic abode in Slough, it's not long before the taxi is hooting out front to take you to your holiday flight, and you're just about to miss it.

Chances are you're still packing, and trying to remember where you left the passport. There're other essentials too, such as tickets, camera — the photos, remember? — and the rest of the family. If you can find them!

Once these little problems are sorted out, and some careful planning of moves is needed to succeed, you're up and away, economy class, in a 747.

Your holiday really starts when you arrive, after a horrendous coach journey, in the Plaza of your resort. At last you can begin to relax after the hectic last minute problems back at home. Or can you?

As you enter the lobby of your chosen hotel you are greeted by a friendly Spaniard: "Many nice time is for you! Go wine-tasting, see vinegar pumps into big lorry, go to Ingelese supermarket!"

You can almost see the famous Manuel from *Fawlty Towers* time and time again as you continue through the game!

At the hotel, two of your fellow passengers, Mr Snargsby and Miss Peach, are having a whale of a time — but can you, and did you remember your swimsuit?

There's plenty to do other than bathing though — a visit to the red-light district maybe, a coach trip or two, or perhaps some souvenir hunting in the tourist quarter.

The restaurant is to be sniffed at. A typical menu might be: Hot Lancashire Pot, Patatas Fritas, Spotty Disks and Smoke Salmonella. How could you resist? As you can see, *Terrormolinos* has a lot of laughs hidden within it, but it has problems too.

I played a pre-production Spectrum version of *Terrormolinos*, written on the Quill and without graphics.

The final game will feature graphics — some of which you can see on this page. Not to be outdone by "landscaping" and "scrolling 3D graphics", the authors Trevor Leever and Peter Jones have invented the ultimate graphics system that present technology can support — Saucivision!

This enables snapshots you take during the game to develop on-screen before your very eyes, an innovative and potentially hilarious approach, since not all of the snaps are likely to turn out as you expect . . .

*Terrormolinos* is a fun adventure. It's only a game, but . . . not having taken my holiday at the time of writing, I'm glad it's Italy for me this year!

**Keith Campbell**

● **Personal Rating: (so far) 8**

# C+VG ADVENTURE REVIEWS/3

# MORDON'S QUEST

Once in a while, along comes an adventure which halts family life for a few weeks, the sort that demands attention night and day until all its secrets are unfolded, all its locations explored, and all its treasures safely stored!

***Mordon's Quest*** is one of that rare breed. It is a game with so much text and so many locations that it is difficult to believe that it comes on tape.

The objective, which you are called upon to fulfill by Mordon himself, should you find him, is to retrieve the seven component parts of a machine designed to perpetuate reality, which was broken up by Bostafer in a greedy attempt to gain immortality. As well as finding parts of the machine, there are treasures to be collected en route as your reward.

The game commences in a fairly ordinary house with an unusual bathroom. There are a couple of locked doors that provide frustration, and since there seems to be little of interest other than a blanket and a newspaper, outside is where the action must be. Trouble is, the weather is rather inclement and the house is enveloped in all varieties of mist, fog, and mist mixed with fog.

The adventurer is well advised to take shelter again after thoroughly exploring the exterior, for then a chink of light may appear to help the player penetrate the swirling clouds!

Arriving coldfoot in the jungle, the way leads along a twisting, turning path. As the path narrows, the plot thickens like Daddy's Sauce (and you know who is HIS favourite) as two simultaneous problems prevent onward movement for the explorer.

This is the point where one family, at least, was all set to stay up for the night, until the errant son Neil arrived home from a school trip to the Commodity Exchange — and I think the commodity was lager!

"Solve the problem, Neil!" I commanded wearing my all-powerful wizard's hat. And he did — just like that!

As well has having plenty of text, ***Mordon's Quest*** also has many of those deliciously funny and exciting surprises that make an adventure a pleasure to play, always interesting and never predictable.

After the brush with the little chef and his lethal cuisine, I was all set to relax for a while. But suddenly, "A muscular bronze skinned man wearing a loin cloth leaps from the trees and, holding a knife at your throat, says: "Hello ducks! You must be the new adventurer I've heard so much about."

He goes on to demand that I guess who is the king of the jungle — three wronguns and it's heads he wins! "The lion!" I reply confidently. "Not in THIS jungle he isn't!" says Tarzan.

On and on through the jungle, and soon the adventure appears to close up at a dead end. But something quite revolutionary lies in wait, pointed to by an apparent flaw in directional logic.

Before long I was applying some pressure to the problem, and was soon enjoying a refreshing if dangerous swim, and exploring a complex of metallic corridors.

A nice feature is that the player is allowed six lives, so if killed through some foolhardy deed, the game can be continued from that point just as if it had been saved.

There are over 150 locations in this text only game, and all of them well described. Although not all are useful by way of being essential to the problems, they do contribute to a very realistic atmosphere, painting the picture far more effectively than any graphics could do. Oh happy purist!

The response is machine-code fast, and the vocabulary large. Over 400 words are claimed. Most commands can be of two words only, but some full sentences are possible too, although I have the feeling that the trailing words are stripped off and the sense derived from the first two.

This leads me to my only criticism — the replies, or some of them. If neither word of a command is recognised, then the computer will reply PARDON? If one word is recognised and the other is not, then the reply is YOU CAN'T.

Since this is also the reply to fully valid commands that are invalid actions in the game, it becomes a little confusing in trying to sort out whether it is the intended action that is not possible, or whether different vocabulary is required.

HELP always produces TRY DRAWING A MAP, and would best be removed altogether, for it is rarely want of a map that halts an adventurer's progress!

***Mordon's Quest*** is an exciting and humourous adventure with a range of problems from the "think a bit" to the "head banger" variety.

It is from Melbourne House, and available for 48K Spectrum, Amstrad and Commodore 64, priced £6.95. A very reasonable price for an adventure of this quality. I have no hesitation in recommending it to hardened adventurers.

Oh, and by the way — if you still can't unlock that door south of the landing, don't worry! You may have better luck in *Bostafer's Revenge*, the sequel which is promised shortly, and which you're sure to want after playing this one!

● **Personal Rating: 10**

**Keith Campbell**

# AND NOW WIN A COPY!!!

Melbourne House are offering 30 copies of *Mordon's Quest* to *Computer + Video Games* Adventurers, absolutely free! To win one of these coveted prizes, simply answer the questions on the form, and send it to **Computer + Video Games, Mordon's Quest Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU** to arrive no later than **October 16th**. The first 10 correct solutions opened on 17th October from Spectrum, Amstrad and Commodore owners respectively, will receive a free copy of ***Mordon's Quest.***

## THE QUESTIONS

1. Name the famous Melbourne House adventure featuring Thorin and Gandalf:

2. What arcade game featuring Karate was released by Melbourne House during the summer:

3. What doctor featured as the companion to a famous detective in a Melbourne House adventure released last year?

4. Name a famous heath near London that lends its name to a spoof adventure game for people who wish to climb the social ladder?

### C&VG/MELBOURNE HOUSE MORDON'S QUEST COMPETITION

My answers are:

1 ____________________

2 ____________________

3 ____________________

4 ____________________

Name

Address

Computer you own (tick box)

Spectrum ☐ C64 ☐ Amstrad ☐

# COMMODORE SOFTWARE THROUGH THE POST.

## (WITHOUT PAYING THROUGH THE NOSE.)

## Simply send off this page and you'll get:

### SOFT POST MAGAZINE FREE.

No more traipsing around the shops trying to find the software you want. Let Commodore post it to you. Simply make your selection from our Soft Post magazines which we'll send you every few months (they're packed full of software information) – but there's no obligation to buy anything, if you don't want to.

### WIDEST CHOICE OF COMMODORE SOFTWARE ANYWHERE.

In every magazine there'll be special offers: an enormous selection of great software at amazing prices – and not just games, but educational, business and home use, too.

(Sometimes you'll even find peripherals at special prices.)

### PLUS ONE OF THESE PROGRAMS FREE.

Tick the box against the software of your choice.

COMMODORE 64
- Robert Carrier's Menu Planner (cass.) ☐
- Know your Own IQ (cass.) ☐
- Patrick Moore's Astronomy (cass.) ☐

VIC 20
- Sargon II Chess (cart.) ☐
- Omega Race (cart.) ☐
- Road Race (cart.) ☐

COMMODORE 16/Plus 4
- Harbour Attack (cass.) ☐
- Space Sweep (cass.) ☐

I would like to receive a regular issue of Soft Post. I own a Commodore (delete as applicable): VIC 20/64/16/Plus 4.

Title (tick): Mr. ☐ Mrs. ☐ Miss ☐ Initials

Surname

Address

Postcode

STD. Code Telephone

### OR, IF YOU INTRODUCE A FRIEND.

Fill in your name and address and your friend's below. Now you can choose one item from either list, just tick a box.

VIC 20
- Programmer's Reference Guide (book) ☐
- Introduction to BASIC II (cassette) ☐

COMMODORE 64
- Programmer's Reference Guide (book) ☐
- Fantasy Five (cassette) ☐

COMMODORE 16/Plus 4
- Jack Attack (cartridge) ☐

I would like to introduce my friend who owns a Commodore (delete as applicable): VIC 20/64/16/Plus 4.

Title (tick): Mr. ☐ Mrs. ☐ Miss ☐ Initials

Surname

Address

Postcode

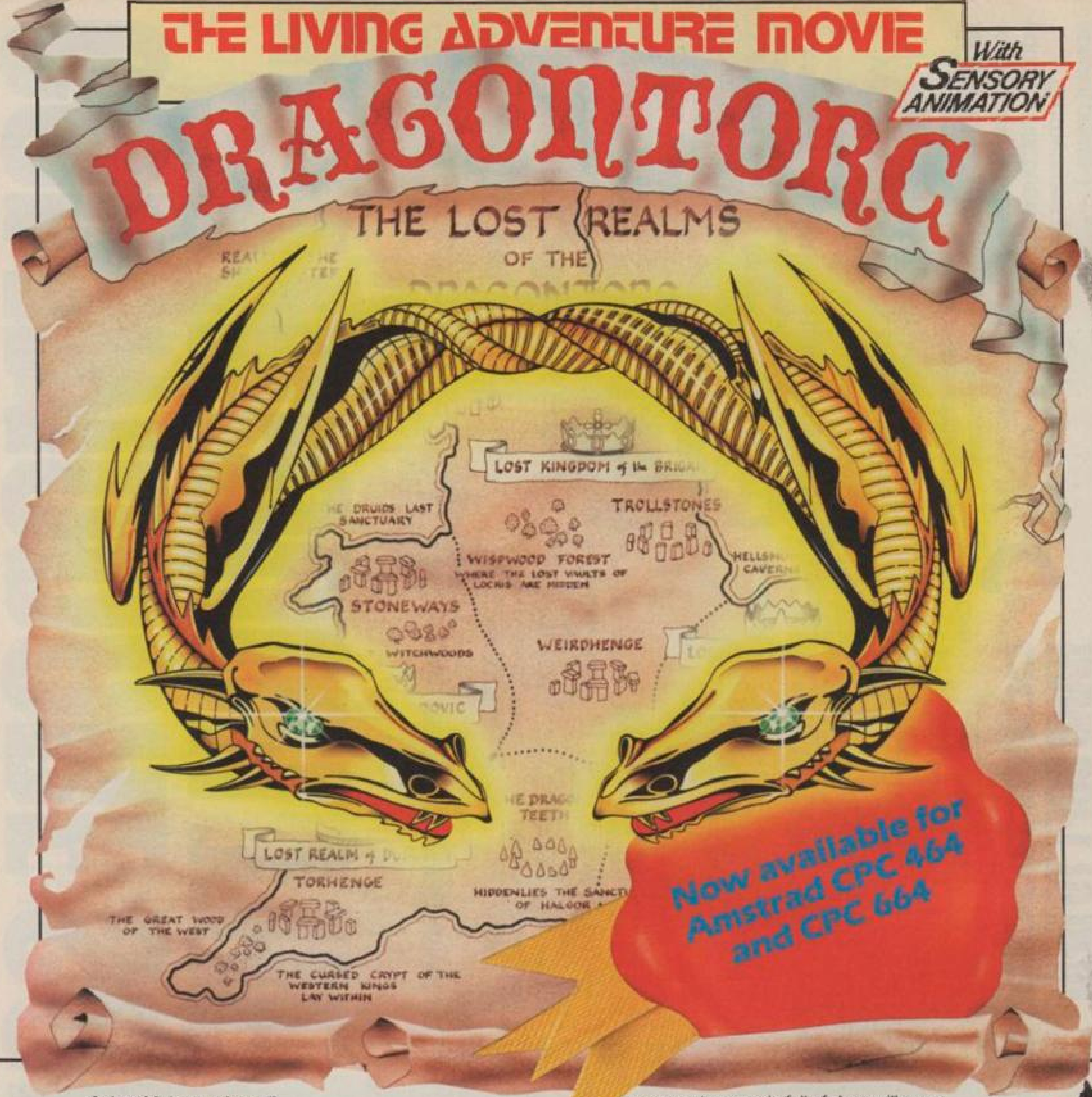
STD. Code Telephone

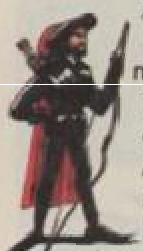
ONLY ONE APPLICATION PER HOUSEHOLD.
PLEASE ALLOW 28 DAYS FOR DELIVERY.

Post to: SOFT POST, FREEPOST, Commodore Business Machines (U.K) Ltd., Corby, Northamptonshire NN17 1BR.

SOCVG1309

commodore
**HARD SOFT TO BEAT**


THE LIVING ADVENTURE MOVIE
With SENSORY ANIMATION
DRAGONTORC
THE LOST REALMS OF THE DRAGONTORC
LOST KINGDOM of the BRIGA
THE DRUIDS LAST SANCTUARY
TROLLSTONES
WISPWOOD FOREST WHERE THE LOST VAULTS OF LOCRIS ARE HIDDEN
HELLSPU CAVERN
STONEWAYS
WITCHWOODS
WEIRDHENGE
THE DRAGON TEETH
LOST REALM of D
TORHENGE
HIDDEN LIES THE SANCT OF HALOOR
THE GREAT WOOD OF THE WEST
THE CURSED CRYPT OF THE WESTERN KINGS LAY WITHIN
Now available for Amstrad CPC 464 and CPC 664



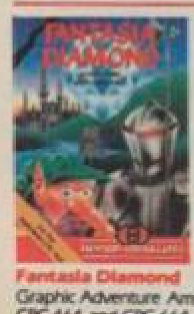
At last, it's been released!

Dragontorc of Avalon, the chart-topping Spectrum adventure movie is now available for the Amstrad CPC 464 and CPC 664. The story so far – Evil Morag the Shapeshifter has snatched the crown of Dumnovia, struck from the legendary Dragontorc of Avalon, and now only needs the remaining four to gain total mastery of Saxon Britain.

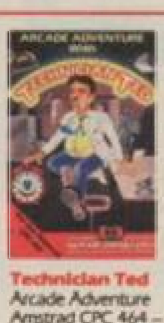
As Maroc the Mage you must challenge Morag through strife torn kingdoms to reach the crowns first and release Merlyn, your old tutor, from Morag's dark spell. You'll stumble across secret crypts, magic circles of stone and ancient leylines which will be your main route to the crowns. A free map included with the adventure will help you plot your course and a scenario full of clues will prove invaluable in your desperate fight against Morag. But be prepared for Sensory Animation! This programming breakthrough gives lifelike emotions to the many characters you'll meet on your journey. Upset them and any chance you have of reaching the crowns may be dashed forever.

Hundreds of breathtaking 3D locations myriads of creatures and over 200 discoveries to make add up to an adventure that could take you a lifetime to complete!

**Dragontorc of Avalon – The living adventure movie.**
**Now available for the Amstrad CPC 464 and CPC 664 – £7.95.**
**Also available for all 48K Spectrums – £7.95**



**Fantasia Diamond**
Graphic Adventure Amstrad CPC 464 and CPC 664 – **£7.95**
For all 48K Spectrums, BBC Model B, Acorn Electron – **£7.95**



**Technician Ted**
Arcade Adventure
Amstrad CPC 464 – **£7.95**
For all 48K Spectrums – **£5.95**

HEWSON CONSULTANTS

56b Milton Trading Estate, Milton, Abingdon, Oxon, OX14 4RX.

For a mail order send cheque/postal order made payable to Hewson Consultants. For credit card sales state your Access/Barclaycard number and enclose a specimen signature. Don't forget to include your own name and address.

**Heathrow International**
Simulation
Amstrad CPC 464 and CPC 664 – **£7.95**
For all 48K Spectrums – **£7.95**

**Zapp**
Machine Code Utility
For Amstrad CPC 464 and CPC 664 – **£14.95**

As part of our continuing development of innovative software we are always happy to evaluate programs sent to us with a view to publication.

# C+VG ADVENTURE REVIEWS/4

## CASTLE DRACULA

This is a light hearted little adventure, with simple but entertaining problems. The local town is being terrorised, you must get into the castle and finish off the bloodsucker.

The author, with questionable wisdom, has decided that only three letters of each command shall be accepted. This is fine, but it makes it hard for the player to decide whether it is possible to FEED or to FEEL!

Unfortunately there is a rather tragic error in the program. The first hint appeared when I was told: MISTAKE AT LINE 10, but when I pressed the key, the message HA HA, THAT HAD YOU WORRIED! was shown, and the game resumed. All very clever, until the game had been in progress for some time, when a relatively simple command LOOK produced: TOO MANY FORs AT LINE nnn.

"Ho hum," I thought, and hit a key. Imagine my horror to find that this was a bona-fide, 24 carat, 100%, grade A ERROR!

Now, being a true adventurer, I tried to cheat! The listing has been tampered with, however, to prevent more than a few consecutive lines to be viewed, and my attempts to correct the errors were fruitless. I can't really explain why the faults occur, and they are seemingly at random.

Once, after only one move, I received TYPE MISMATCH AT LINE nnn. After receiving such a message the only way to play on, is to reload, a tiresome task.

There are various errors which do not bring the game to a screaming halt, but are errors in the logic. For example, after entering the castle and having the portcullis slam down behind you — a la *Castle of Riddles* — it is quite possible to lower a rope and climb down outside the castle, then walk back in through the closed portcullis!

These problems seem to be all the more sad when you take into account that the game itself is really rather good.

There are some truly gruesome puns, and some quite exciting moments. There are three mazes of the drop-an-item variety, and some very interesting puzzle objects. Having seen only about 75% of the locations — I spent too much time having to reload! — I can't really tell you about the ending, except to say that it looks fun. Yes, I managed to cheat a little!

Jim Douglas

**• Personal rating: 7 (for a working copy). 1 for one like mine!**

## RED MOON

"Once upon a time, when the moon was still red, there lived a magician. He, or she, for you can never be quite sure when sorcery is involved, was not the best magician in the world. But it was already the age of failing powers, when simple spells worked best. This is the tale of how that magician kept Magik alive."

Another near classic storyline has been manipulated and turned into an excellent adventure by the Level 9 crew.

This adventure concerns a time when Magik was still rife in the world, a time when the moon was red and filled the plains of earth with a mystical radiance.

Unfortunately, the moon has since lost its splendour, and Magik has faded from the earth. A few magicians, though, constructed the Moon Crystal, which radiates Magik all around Baskalos, but it has been stolen and it is your task to find it and replace it in its cradle in the Moon Tower.

The use of Magik is necessary to complete various parts of the game, and you are thus equipped with a number of spells, and a list of their functions.

For example, to use the FIND spell you need a lamp, or the Magik has no point to focus.

It is well known that iron prevents the use of Magik, and this point has not been overlooked either.

The adventure hots up when you find yourself inside a cave system which leads inside an abandoned castle. As you enter the pothole, something hisses SATARH and, going down to investigate, I found myself face to face with giants, the wizard Ziix (who is quite a coward) and an enormous rat.

As with all the latest Level 9 adventures, this one contains graphics for all locations and, considering there are over 200 locations, that makes for a lot of pictures!

With so many of them you might expect the text to be somewhat limited, but it is more than adequate. The quality of the graphics is fairly high, too, although they do tend to become somewhat repetitive.

This game MUST rate as the best adventure I have played this year. It is streets ahead of Level 9's previous games, and they are good enough! I can't wait to see what they will produce when they start writing games for disk users!

Simon Marsh

**• Personal Rating: 10**

# BOOKS

## CASTLES AND KINGDOMS

***By Bob Liddil***
***Virgin Books/£5.99***

**Castles and Kingdoms** contains 15 adventure listings in Basic for the Commodore 64. Each adventure is complete in itself, and the collection is loosely tied together under the theme of Graylock lore, set in the mythical kingdom of Graylock.

The titles, most of which are written by Dan and Ed Gaggiani, range from The Brass Helm through Revenge of Balrog, to The Blue-Eyed Thief.

The listings are clearly printed with double spacing, and are so legible as to be as easy to enter as you are ever likely to find. Being for the Commodore, the lines are short (the maximum length of a program line on the Commodore is 80 characters) and they are uncomplicated with the word ELSE, a powerful word unknown to this computer.

The presentation is on near A4 size pages of good quality paper, and each game comes complete with a short introduction to its scenario.

Veteran **C&VG** readers (are you still there, Bill Stanton?) may think this sounds vaguely familiar, and so they might.

I was very much reminded of **The Captain 80 Book of Basic Adventures** (reviewed February 1983) so I dug out the said work and discovered that the author of both books is Robert/Bob Liddil.

Two of the games in **Castles and Kingdoms** (Revenge of Balrog, and Fortress at Time's End) are translations from original TRS-80 adventures by Don and Freda Boner, in **Captain 80.**

If adventures are your game, the Commodore 64 your computer, and you're happy to type in listings to save a bob or two, then this book will keep you happily occupied during the winter months!

**Keith Campbell**

## THE AMSTRAD PENTACLE ADVENTURE CREATOR

***By Clive Gifford***
***Interface Publications/£2.99***

Not an adventure game, but a book consisting mainly of the adventure generator program listing in Basic. The program allows the user to enter location and object descriptions, together with exits, monsters, strength etc.

The would-be adventure writer is given options to specify the number of locked doors between locations and where they are to be placed, the player's starting strength and the weight of each object. Many monsters must be killed and treasures collected before the game is won. An object can be classified as weapon, treasure or unlocking device if desired. There is also a magic word facility and a jump command that can rapidly transport the player to a remote location.

Valid verbs are built into the program and are rather limited in scope. They consist of Take, Drop, Lock, Unlock, Kill, Wait, Read, Help, Quit, Inventory, Score, and Jump, so it can be seen that a game built using this program will consist mainly of fighting monsters and not contain subtle problems.

The creator listing is accompanied with instructions on how to use it and some advice on how to get the most out of it. A sample adventure is provided in data form that can be input to the program.

The print used for the listing is quite large and easily legible, so it should not deter those who have the patience to type in relatively long listings. The textual part of this book is well written and easy to follow.

I think the **Amstrad Pentacle Adventure Creator** represents good value at £2.99.

**Keith Campbell**

# ADVENTURE HELPLINE

**In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept throught the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. Using his vast database and his IDEAs Corp mainframe Keith supplies adventure addicts with instant cures for insomnia and other related diseases. Here is the latest print-out from the top floor . . .**

## HANDS ACROSS THE WATER

Marco van Slageren, from Amsterdam, has been on an interplanetary tour from Sonex to Darten, via Jubilex, Brenon 1, Earth, Koranth and Metropolis.

He needs sols from Darten to buy fuel to reach Valkyron, and can't find any! And he's a bit upset by a man on Sonex who keeps throwing him out of his house! He's trying to trace someone who can help with **The Tracer Sanction.**

Marco Pendino writes from Milan with some clues and a plea. On Titan, in **Gruds in Space,** he has the box and bomb — what shall he do next?

A message from Norway brings news of **Message from Andromeda.** You can't open the plate in the mirror room, but if you point the rod at it something will happen. "It seems to be an ultrasonic key,"'explains Jan Tore Nordeng of Bardufoss. Interesting eh?

Sending in some tips on **Eureka.** Matthew Fletcher of Gloucester, who has solved all five adventures, says he is no nearer to that elusive phone number!

Is there anyone out there who has not solved the adventures, but has any ideas how to go about obtaining the number, asks Matthew? Hurry if you have, for time is running out!

"Catface" from Bexley asks: "Is there a bug in Commodore **Eureka** Arthurian? He can't get back from the abbey, and wonders if he is just paranoid?

Tim Hughes is bursting with good adventure ideas, but admits he has no skill in programming. Is there anyone living near his home in Dovecot, Liverpool, who can knock out a bit of code with ease, and would like to join forces with him?

C. Smith of Wigan wants a small loaf from the grocer's and some way of illuminating his shelter in **Ground Zero,** as he keeps tripping up.

Please tell us someone, please, in **Pub Quest,** how do you cross the road?

Geoffrey Pickard of Great Mistley, Basildon, sent in a map of **Twin Kingdom Valley.** "I'm going to send some of my maps to Tony Bridge . . ." adds Geoff, not wanting to put his eggs all in one basket! You traitor Geoffrey! And you dare to ask for a t-shirt! Well I hope it doesn't fit!

"My plea, beg, demand, request, appeal, desire is that you exercise your considerable influence over Pete Austin and the all-seeing Mr Scott the first, to produce their adventures on CARTRIDGE! It would make them so much quicker to load, and stop (almost) pirating."

I don't know about my influence, I think the great god Market Forces might be a little stronger somehow, for who would buy it in preference to a tape? After all, people wouldn't be able to 'swap' a copy with their friends, would they? Come on. I know you're all at it!

## TALES OF ANCIENT BUGS

Troubled in **Tir Na Nog?** The complete solution is hampered by an error, writes Andrew Hartley of Carnforth. The ancient script found in the library has an error in the inscription. When decoded it should read CROSS ROAD TEN N.

Craig Davis was recently stuck trying to unblock the ice tunnel in **Pharoah's Tomb.** Rainer Fuchs of Frankfurt writes: "Although the description tells us that there is a tunnel, I doubt that it really exists.

"You can move freely south, west and down. Of course, you can melt the ice, but that doesn't seem to have any effect, and is unnecessary to solve the adventure.

"By the way, you asked what we, the readers, think of your hints. I like them the way they are — not too easy so there remains some work to be done!"

In answer to Robert Robinson who was troubled by a possible bug in **Eureka.** Glen Terlouw of Ridderkerk in Holland writes: "No, your tape is OK. There is no error that stops you completing the game, but it will not help to walk through the village quickly — you need an object from there."

## HELP!

**Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

The Adventure Helpline (tm) is a service provided by the IDEAs Corp.

Werner is an Austrian student who has several adventures behind him, and if I could decipher his signature, I could tell you his surname! Having solved such classics as **Claymorgue Castle, Knight's Quest,** and **Kentilla,** he claims he finds difficulty playing in English. "But," he says, "I feel that English is probably the best language for adventures because German would be too complicated."

Werner comes up with his own method of ranking adventures. **Claymorgue** has 40 "genuine riddles" and is one of the best after **Knight's Quest** (55) and **Kentilla** (43) although his favourites are the Mysterious Adventures (riddle average 22) **Hulk,** he says, was disappointing as it only had 16!

Now before anyone suggests that we use his method to rate games instead of our "personal rating" system, just remember that, using this method, the game must be completed before it can be judged! That might not be a bad thing, but would you only want one review in each issue?

## LEATHERHEAD TIMETABLE

Last month we left **Sherlock** sleuth Paul Wadsworth waiting in vain for the 11.15 from Leatherhead to King's Cross. How come the two Cunningham brothers are so brainy he asked.

Seems like they forgot the exact time of the train when they wrote up the solution, for Paul Cunningham wrote to explain that the required train has now been re-scheduled to run at about 10.45!

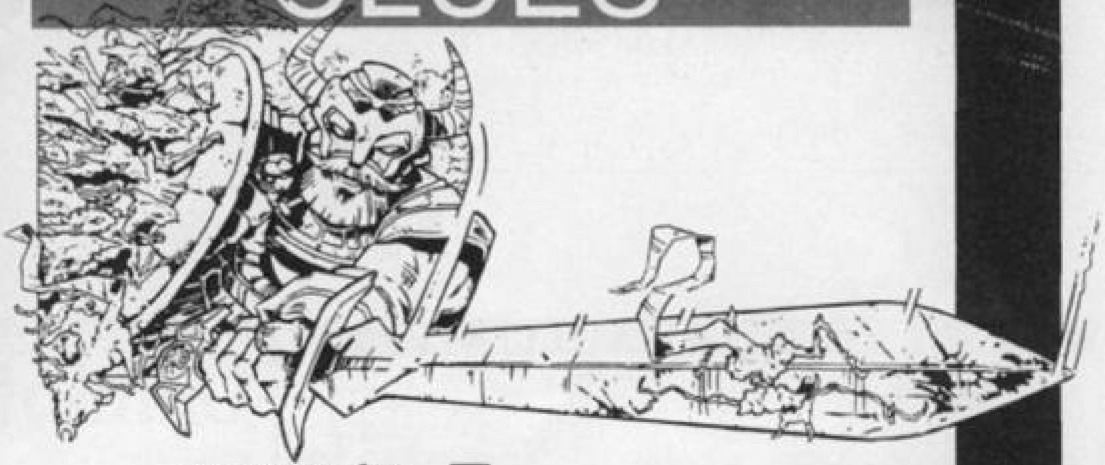
Paul is getting all geared up for the next biggy — **Lord of the Rings!** Melbourne House promised Paul and David a free copy on hearing of their success with **Sherlock.**

So Paul and a friend are reading the books in preparation, although they admit to finding it pretty hard going. "I'm sure it will help with the game later though," claims Paul, but adds: "My brother David won't be helping with this one. The trouble is, he always loses interest when the problems start to get difficult!"

## SELECTED SEDATIVES

Thanks for the help this month, to: Andrew Hartley of Carnforth, Marco Pendini of Milan, Nick Phillips of Merton Park, Don MacLeod of Dingwall, Debra Long of Cheam, Ann Martin of Arisaig, Karen Steven of Brecon, Lenny Shuttleworth of Orpington, Scott Cowan of Hamilton, M. Criddle of Bexley, Glen Terlouw of Ridderkerk, K. Taylor of Brecon, Timothy Smith of Colwyn Bay, and Eddie Callaghan of Birmingham. Plus, of course, ourselves!

# ADVENTURE CLUES



**EUREKA**
*ARTHURIAN:* You cannot enter the village until the man in black has been killed in the woods.
*CARIBBEAN:* In the crusher? Do nothing until reduced to one third, then use pump. The way off the conveyor belt is E E U W JUMP.
*GERMAN:* To pass the guard who shouts *HEIDI*, make sure that you are carrying one, and wear the uniform! Being generous with cigarettes at bedtime could help stain a blanket.
*ROMAN:* Distract Nero by lighting a fire under this bedroom window, then nip into the palace via the secret passage to get the Talisman.

**ADVENTURE QUEST:**
If the Djinn is troubling you, just blow your troubles away!

**AFRICAN SAFARI:**
Don't take the iron bar on the boat to avoid a lightning strike.

**RETURN TO EDEN:**
To avoid being thrown off the autoscythe, get off before it dumps its load. Climb the weeder after it unloads, for a free ride through the (deadly) wheatfield.

**HOBBIT:**
Get caught by goblins to find the small curious key.

**AZTEC TOMB:**
Cross the river by dropping the plank. Not found it? Try to aspire to great heights!

**FANTASIA DIAMOND:**
For a musical opening, make sure the musicians have the tools of their trade, and some music to play!

**TIR NA NOG:**
If touched by a Sidhe, press SYMBOL SHIFT 6 at once, and repeat if necessary, to restart the game from the current position. The Sidhe are put in their place if Cuchlainn is carrying two or more weapons. By selecting one of them and lunging at the Sidhe's advance, it is dissipated for a few seconds.

**QUEST:**
If yours is a 40 foot two-headed problem, just say YES and SWORD! No more! Examine the globe of light for an aMACEing experience!

**CASTLE OF TERROR:**
For a maiden, push brick by skeleton, and on up to the banqueting hall. Throw the rope across the pit. (Did you forget to bring it from the mill?) After you have bought the old man a drink, it's not your round any more, so hang about awhile. . . More than you thirst may be quenched!

**VALKYRIE 17:**
A key is needed to enter Room 20, get it from the blonde. A strong vest is useful to avoid sniper fire.

**SHERLOCK:**
You can only get to Old Mill Road when taken for a free ride, and that comes right at the end!

**ZIM ZALA BIM:**
Flint and plank are not useful.

**SPHINX:**
To pass the goblins, throw the dragon's teeth at them.

September 13th sees the launch of a new age in computing. A brand new magazine for the serious computer user . . .

# COMPUTING AGE

Issue one will include "The leap to 16 bits", how compact discs will revolutionise data storage, elctronic mail, how and why? And much more.

If you take your computing seriously, order Computing Age now!

## CUT PRICE SOFTWARE

| Spectrum | RRP | OUR PRICE |
|---|---|---|
| Elite | 14.95 | 10.00 |
| All Ultimate | 9.95 | 6.95 |
| All US Gold | 7.95 | 5.90 |
| Dambusters | 9.95 | 7.00 |
| Daley's Supertest | 6.90 | 5.00 |
| Street Hawk | 6.90 | 5.00 |
| Frankie | 9.95 | 7.00 |
| Spy vs Spy | 9.95 | 6.50 |
| Rockford's Riot | 9.95 | 6.50 |
| Frank Bruno's Boxing | 6.95 | 5.00 |
| Dun Daragh | 9.95 | 6.50 |
| Exploding Fist | 8.95 | 6.25 |
| Nick Faldo Golf | 9.95 | 7.25 |
| Robin of Sherwood | 9.95 | 7.25 |
| Impossible Mission | 9.95 | 7.25 |
| Hypersports | 7.95 | 5.50 |
| J.S. W2 | 6.95 | 5.20 |
| Int. Karate | 6.50 | 5.00 |
| Select 1 | 12.50 | 5.00 |
| Cauldron | 7.99 | 5.99 |
| Shadowfire | 9.95 | 6.70 |
| Southern Belle | 7.95 | 5.95 |
| Eye of the Moon | 9.95 | 6.95 |

| Commodore | RRP | OUR PRICE |
|---|---|---|
| Elite | 14.95 | 10.00 |
| Summer Games 2 | 9.95 | 7.25 |
| Blackwytche | 9.95 | 7.00 |
| Pitstop 2 | 9.95 | 7.00 |
| Exploding Fist | 9.95 | 7.00 |
| Frankie to H'wood | 9.95 | 7.00 |
| Nodes of Yesod | 9.95 | 7.00 |
| F. Bruno Boxing | 7.95 | 5.75 |
| Quake Minus 1 | 9.95 | 7.00 |
| Hypersports | 8.95 | 6.50 |
| Beach-head 2 | 9.95 | 7.00 |
| Sky Fox | 9.95 | 7.00 |
| Sabre Wulf | 9.95 | 7.00 |
| Underwurlde | 9.95 | 7.00 |
| Mr Do | 9.95 | 7.25 |
| Daley's Supertest | 7.90 | 6.00 |
| Robin of Sherwood | 9.95 | 7.25 |
| Summer G.2 (disc) | 14.95 | 10.00 |
| Spy vs Spy | 9.95 | 6.50 |
| Dropzone | 9.95 | 7.25 |
| Shadowfire | 9.95 | 6.70 |
| Sky Fox (disc) | 12.95 | 9.95 |
| McGuigan Boxing | 9.99 | 8.00 |
| Speed King | 9.95 | 7.25 |

| Amstrad | RRP | OUR PRICE |
|---|---|---|
| Exploding Fist | 9.95 | 6.75 |
| Alien 8 | 9.95 | 7.00 |
| Knightlore | 9.95 | 7.00 |
| Dun Daragh | 9.95 | 6.95 |
| F. Bruno Boxing | 8.95 | 6.50 |
| Hypersports | 8.95 | 6.50 |
| Sorcery | 8.95 | 6.95 |
| Beach-head | 9.95 | 7.00 |
| Raid Over Moscow | 9.95 | 7.00 |
| 3D Voice Chess | 9.95 | 7.95 |
| Sorcery 2 (disc) | 14.95 | 10.00 |
| Starion | 9.95 | 7.50 |
| Airwolf | 8.95 | 7.00 |
| Arnhem | 9.95 | 7.00 |
| D.T. Decathlon | 8.95 | 7.00 |
| Boulderdash | 9.95 | 7.00 |
| Ashkeron | 6.95 | 5.00 |
| Code Name Mat 2 | 8.95 | 6.95 |
| Dragontorc | 7.95 | 5.50 |
| Int. Basketball | 5.95 | 4.95 |

**SPECIAL OFFER**

**Spectrum, CBM64, Amstrad orders over £20, free game will be sent with order.**

*P&P included. Overseas orders add 75p per tape. For mail order please send cheques POs payable to C.P.S. Visa Access orders by telephone welcome to*

**CUT PRICE SOFTWARE, 4 Slacksbury Hatch, Harlow, Essex CM19 4ET**
**Tel: (0279) 24433 (24 hr ansaphone)**

## ATARI 400/600/800/800XL/XE

Why not compliment the greatest home computer on the market by obtaining membership with **MIDLAND GAMES LIBRARY**.

The greatest, biggest and best Atari library on the market.

An ideal present for old and new Atari owners.

**MIDLANDS GAMES LIBRARY**: The company who over two years ago first conceived the idea of a software library.

Now over 1,000 titles on disc, cassette and Rom (games, business, educational and utilities). Often purchasing popular programmers in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programmes monthly.

Over 1,000 very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast, efficient and friendly service. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities. Now introducing original software written by existing members. Send large s.a.e. to:

**MIDLAND GAMES LIBRARY**
**48 Readway, Bishops Cleeve, Cheltenham, Glos.**
**Tel: 0242-67-4960 9.30-4.30**

**All our programmes are originals with full documentation**

## UnitSoft

AFFORDABLE PRODUCTS (GLW) LTD
UNIT 6
136 INGRAM STREET
GLASGOW G1

**HARDWARE**

| Item | Price |
|---|---|
| *Quickshot II | 5.95 |
| Gunshot | 5.95 |
| Joycard | 5.95 |

*If you order £50 or over deduct 10%*

**COMMODORE 64**

| Title | Price |
|---|---|
| Now Games | 6.70 |
| Shadowfire | 7.50 |
| Hypersports | 6.75 |
| Lords of Midnight | 7.50 |
| G. Gooch's Test Cricket | 7.50 |
| Exploding Fist | 7.50 |
| Cauldron | 6.75 |
| Entombed | 7.50 |
| Mercenary | 7.50 |
| Nick Faldo's Open | 7.50 |
| Thing on a Spring | 5.95 |
| Robin of Sherwood | 7.50 |
| F.G.T.H. | 7.50 |
| Frank Bruno | 5.95 |
| Sky Fox (disk) | 9.70 |
| Dun Darach | 7.50 |
| Rockford's Riot | 7.50 |
| On Court Tennis | 7.50 |
| Gt. American Race | 7.50 |
| Inter. Basketball | 4.45 |
| Dropzone | 7.50 |
| Star League Baseball | 7.50 |
| On Field Football | 7.50 |
| Raid on Bung Bay | 7.50 |
| Hard Hat Mac | 7.50 |
| One on One | 7.50 |
| David's Midnight Magic | 7.50 |
| Lode Runner | 7.50 |
| Choplifter | 7.50 |
| Murder Zinderneuf | 8.25 |
| Mule | 8.95 |
| Sabre Wulf | 7.50 |
| Realm of Impossibility | 7.50 |
| Op. Whirlwind | 8.95 |
| Archon | 8.95 |
| Ghettoblaster | 6.70 |
| Grand National | 6.70 |
| Mordons Quest | 5.20 |
| Beach-head II | 7.50 |
| Blackwitch | 7.50 |
| Summer Games II | 7.50 |
| Strange Loop | 6.70 |
| Sorcery | 6.70 |
| Fourth Protocol | 9.70 |
| Pitstop II | 7.50 |
| Impossible Mission | 7.50 |
| Spy vs Spy | 7.50 |
| Summer Games | 11.00 |
| Terrormolinos | 5.95 |
| Nodes of Yesod | 7.50 |
| Ghostchaser | 7.50 |
| Starion | 7.50 |
| Elite (cass) | 11.20 |
| Elite (disk) | 13.40 |
| Sky Fox (cass) | 7.50 |
| Racing Destruction Set (disk) | 11.20 |
| Music Construction Set (disk) | 11.20 |
| Pinball Construction Set (disk) | 11.20 |
| 7 Cities of Gold (disk) | 11.20 |
| Mail Order Monsters (disk) | 11.20 |
| Castle of Dr Creep | 7.50 |
| Robin of Sherwood | 7.50 |
| Cylu | 1.85 |

**SPECTRUM**

| Title | Price |
|---|---|
| Cylu | 1.85 |
| Now Games | 6.70 |
| Frank Bruno | 5.95 |
| Hypersports | 5.95 |
| Cauldron | 5.20 |
| Dun Darach | 7.50 |
| Dynamite Dan | 5.20 |
| F.G.T.H. | 7.50 |
| Quake Minus One | 7.50 |
| Spy vs Spy | 7.50 |
| Chuckie Egg II | 5.95 |
| Buck Rogers | 5.95 |
| Spy Hunter | 5.95 |
| Realm of Impossibility | 7.50 |
| Hard Hat Mac | 7.50 |
| Archon | 7.50 |
| Mordons Quest | 5.20 |
| Starion | 5.95 |
| Lords of Midnight | 7.50 |
| Doomdark's Revenge | 7.50 |
| Nodes of Yesod | 7.50 |
| Rocky | 5.95 |
| Shadowfire | 7.50 |
| Kempston Interface | 7.50 |
| Turbo Interface | 16.85 |
| Nightshade | 7.50 |
| Paws | 5.20 |
| Exploding Fist | 6.70 |
| Highway Encounter | 5.95 |
| Pole Position | 5.95 |
| Profanation | 5.75 |
| Southern Belle | 5.75 |
| Robin of Sherwood | 7.50 |
| Terromolinos | 5.75 |

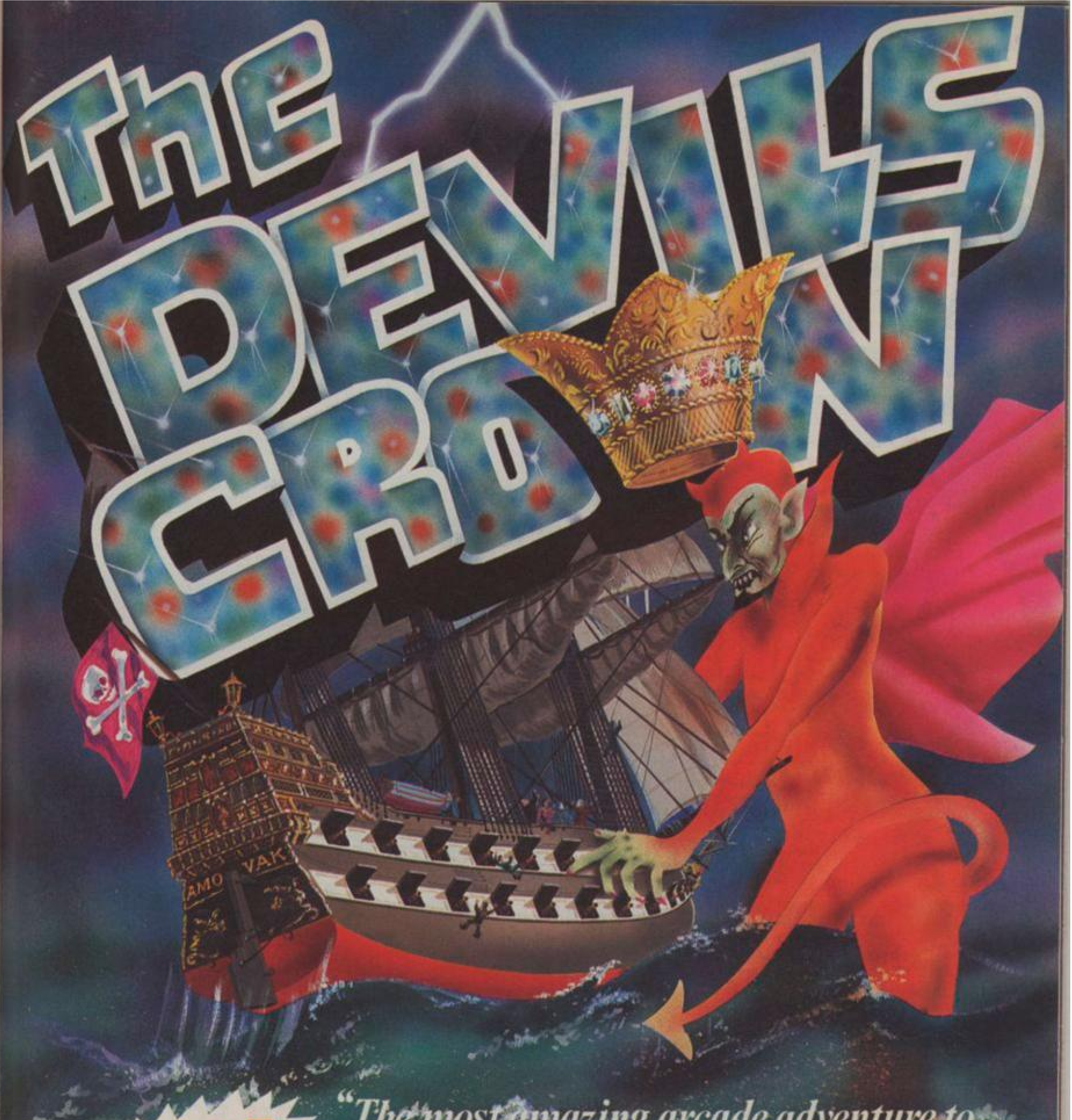
**AMSTRAD**

| Title | Price |
|---|---|
| Exploding Fist | 7.50 |
| Mordens Quest | 5.95 |
| Hobbit | 8.95 |
| Alien 8 | 7.50 |
| Sorcery | 6.70 |
| Eidon | 6.70 |
| Knightlore | 7.50 |
| Frank Bruno | 6.70 |
| Hypersports | 6.70 |
| View to a Kill | 8.25 |
| Dun Darach | 7.50 |
| Nodes of Yesod | 7.50 |
| Sir Lancelot | 5.20 |
| 3D Starstrike | 4.45 |

**ATARI**

| Title | Price |
|---|---|
| M.U.L.E. | 8.95 |
| One on One | 7.50 |
| Hard Hat Mack | 7.50 |
| Murder Zinderneuf | 11.20 |
| Archon | 8.95 |
| Realm of Impossibility | 7.50 |
| Dropzone | 7.50 |
| Ghostchaser | 7.50 |
| Quasimodo | 7.50 |
| Bounty Bob | 7.50 |
| Mr Do | 7.50 |
| Dig Dug | 7.50 |
| F15 Strike Eagle | 11.20 |
| NATO Commander | 7.50 |

Postage included UK. Please state which micro. Overseas orders add £1.00 per item. All cheques payable to: Affordable Products (GLW) Ltd. Send £1.00 for our exclusive catalogue with up to the minute new releases for the Amstrad/Atari/BBC/CBM64/ZX Spec/MSX



*"The most amazing arcade adventure to be released for the Amstrad"*

**NEW**
£9.99 cassette
£13.99 disk

**For the AMSTRAD 464 and 664**

**Available soon for the SPECTRUM**

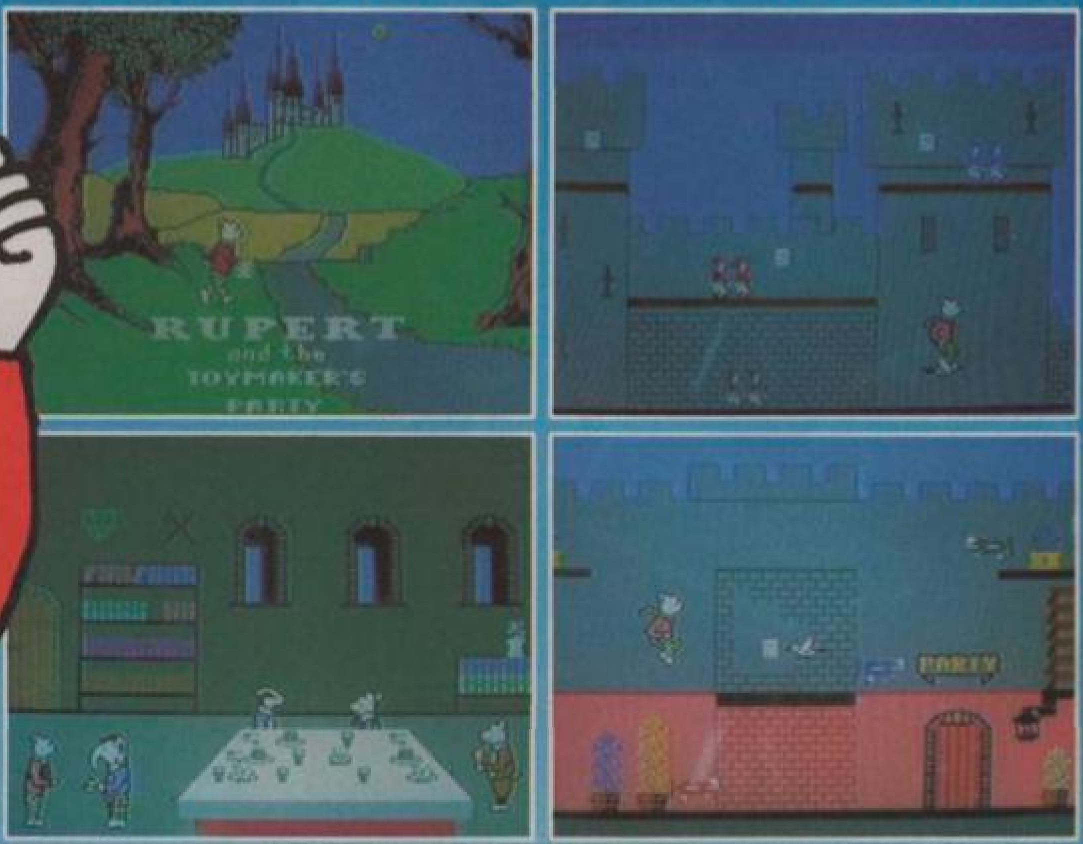
*"Soon to be released - The Adventures of Bond... Basildon Bond - starring RUSS ABBOT"*

Mail order to:
**PROBE SOFTWARE**
155 Mitcham Road, London SW17. Tel: 672 9179
dealer enquiries welcome

# RUPERT

and the

## TOYMAKER'S PARTY



Jolly old Rupert can walk, jump, leap, climb stairs – and even fly – but can you get him to the party?

32 challenging screens of animation and fun.

QUICKSILVA

The most powerful games in the Universe

Quicksilva Ltd, Liberty House,
222 Regent Street, London WIR 7DB.
Telephone 01-439 0666

£7.99

Spectrum 48K
CBM64

Rupert Bear © Express Newspapers PLC

# C&VG SOFTWARE SERVICE

## PHONE 01-731 4607 (see p.22)

FOR AVAILABILITY OF YOUR SOFTWARE REQUIREMENTS

# ●MICRO RETAILERS

## ASK YOUR LOCAL EXPERT

Every month selected computer specialist shops will be listed in your favourite magazine. If you want to buy anything you've seen in the magazine, go and see your nearest specialist.

### AVON

**SOFTWARE PLUS**
12 York Street
Bath 0225 61676

### BERKSHIRE

**BRACKNELL COMPUTERS**
44 Broadway
Bracknell 0344 427317

### DORSET

**DENSHAM COMPUTERS**
329 Ashley Road
Parkstone
Poole 0202 737493

### ESSEX

**ESTUARY PERSONAL COMPUTERS**
318 Chartwell North
Victoria Circus Shopping Centre
Southend on Sea 0702 614131

**H. REYNOLDS**
79 Orsett Road
Grays 0375 5948

### HAMPSHIRE

**RAM ELECTRONICS**
106 Fleet Road
Fleet 02514 5858

### HEREFORDSHIRE

**HONEYSETT COMPUTERS**
36 Widemarsh Street
Hereford
HR4 9EP 0432 279404

### KENT

**ANIROG COMPUTERS**
29 West Hill
Dartford
Kent 0322 91649

**CANTERBURY SOFTWARE CENTRE**
9 The Friars
Canterbury 0227 453531

**KENT MICRO COMPUTERS**
57 Union Street
Maidstone
Kent 0622 52784

**MICROWAY COMPUTERS**
39 High Street
Rainham
Kent 0634 376702

**MODATA COMPUTERS LTD**
30 St John's Road
Tunbridge Wells 0892 41555

### LEICESTERSHIRE

**DIMENSION COMPUTERS LTD**
27-29 High Street
Leicester 0533 57479

### LINCOLNSHIRE

**MKD COMPUTERS**
24 Newlands
Lincoln 0522 25907

### LONDON

**CHROMASONIC COMPUTERS**
48 Junction Road
Archway
London N19 01 263 9493

**GAMES WORLD**
129 King Street
Hammersmith
London W6 01-741 4467

**LOGIC SALES**
19 The Broadway
The Bourne
Southgate
London N14 01 882 4942

**SHEKANA COMPUTERS**
Marbles Shopping Centre
Unit 11, 12
527-531 Oxford Street
London W1R 1DD 01-800 3156

**VIC ODDENS**
6 London Bridge Walk
London SE1 01 403 1988

**VIDEO WORLD**
Rentals
282 Harrow Road
London W2 01-289 3102

### STAFFORDSHIRE

**MICROTRONICS**
27a Market Street
Tamworth
Staffs 0827 51480
Tatung Einstein Specialist

### SUFFOLK

**COMPUTER MAGIC**
24 Crown Street
Ipswich
Suffolk MBX 91999 2473

### WARWICKSHIRE

**OEM COMPUTER CENTRE**
Rugby Micro Centre
9-11 Regents Street
Rugby 0788 70522

### WEST MIDLANDS

**MBC COMPUTER CENTRE**
17-19 Lichfield Street
Wolverhampton 0902 29907/29021

### YORKSHIRE

**THE COMPUTER CENTRE**
26 Anlaby Road
Hull
North Humberside 0482 26297

**LOOK & SEE**
45 Belmont Bridge
Skipton 0756 60078

**MICRO FUN**
11 Shefield Road
Barnsley (phone Rotherham branch)

**MICRO FUN**
Unit 12
The Guardian Centre
Rotherham 0709 60000

**YORK COMPUTER CENTRE**
7 Stonegate Arcade
York 0904 641862

**DEALERS:** If you would like to see your shop included in this new service, please call 01 251 6222 EXT 2461.

●MICRO RETAILERS

# ●MICRO ADS

## SPECIAL DEAL FOR ATARI 400/800/XL/XE OWNERS

No. 1. Hire your first two games FREE from our extensive range of software. Up to the minute releases available.

No. 2. Buy all the latest software titles at best possible prices (new releases available direct from US). Atari hardware and modems now available at discount prices. For further details send s.a.e. to:

**CHARNWOOD GAMES**
**30a Warwick Avenue, Quorn,**
**Leicestershire**
**Tel: 0509 412604**

## FREE MEMBERSHIP SOFTWARE HIRE

**● VIC-20 ● COMMODORE 64 ● SPECTRUM**

Send an sae for your hirekit to:
VSH (CV), PO Box 65, Nottingham NG1
Please state which micro

## ATARI 400/600/800 XL SOFTWARE

We have an all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,000 different original titles. For full details send large stamped addressed envelope or telephone evenings 7pm – 10pm or weekends.

### LOW ATARI PRICES

**1050 DISC DRIVE £173.90 post free**
**800 XLs £82.90 post free**
**ABOVE TWO ITEMS TOGETHER £245.90 post free**
**130 XEs £152.90 post free**
**Antic and Analog magazines available**
**BEST QUALITY DISCS**
**Unlabelled S.D./S.S. £11.95 for 10 post free**
**£100 for 100 post free**
**Memorex S.D./S.S. £16.50 for 10 post free**
**D.D./S.S. £18 for 10 post free**
**Memorex 3½" discs S.S./D.D. Boxes of 10 £37.95**

TRADE ENQUIRIES INVITED FOR ALL THE ABOVE

**GAMES & SOFTWARE CLUB**
**Dept. C&VG, 35 Tilbury Road, Thorney close**
**Sunderland SR3 4PD. Tel: 0783 286351**

HENRY'S HOUSE
...and friends!!
VOLUMES ONE AND TWO
C64 COMMODORE C128
COMING SOON!

**SNOWY SOFTWARE.** Sensational bargains on Commodore 64, Amstrad, Atari, Spectrum, MSX, Dragon, Electron, BBC, Commodore 16, Oric and Vic 20. For list state which computer. No sae needed within Britain. 36 Curzon Street, London W1Y 7AF.

## ATARI 40/60/800 XL XE OWNERS UTILITIES

**BOUGHT A DISK DRIVE?**

Stuck with programs on tape. TRANS-PAC solves it. TRANS-PAC, REV 2. Now released! Six disks with more progs, more up-dates, including multi-tape to auto-bout disk, multi-tape to menu, disk to tape, tape to tape, disk to disk. Multi-move of files comes packaged on three double-sided Memorex disks.

**£25** post free

*N.B.* If you are one of the 3,000 people who bought TRANS-PAC One, return it in original packaging plus £10 and we will exchange it for TRANS-PAC Two.

**BACK-UPS**

Tapes or disks. SAE for lists.

**CRACKER**

Will list M/C progs to screen, you edit download your personalised version with or without M/C knowledge. Hours of fun changing text to leave personal messages on screen. Stuck on an adventure search for clues. Also acts to back-up your Atari tapes. All for only £10 on T.D.K. tape (16K) post free.

**DOS 2.5**

Having trouble getting it? Send blank disk + 50p in stamps. Free service by return.

**130XE DISK DUPLICATOR**

Uses 128K — will copy disk in one pass. N.B. will not copy commercial protected disks. **£15** post free

**DISK UTILITY PAC No 1**

4 disk pack with over 60 progs for beginners or advanced works out at less than 50p a program. Power without the price. Comes on two double sided disks.

**£25** post free

**DISK CRUSHER**

Disassembles disks. Lists to screen, and or printer. Single sided disk.

**£10** post free

**BOOSTER ROOSTER**

Is a cassette booster that sits in ram. Load only once — before typing in that mag listing or working on that prog — will then download copy at 900 Baud Rate instead of 600 — 50% saving in reload rate on cassette. £10

**SPEED LOADER**

Reduce loading time. Re-record most of your single or multi tapes at a faster Baud Rate. 50% easily achieved. Basic or M/C progs. On cassette. £10

**FUN WITHOUT THE PRICE**

**GAMES PAC No 1**

8 Pinball games on 2 double sided disks only £2 a game. **£16** post free

**GAMES PAC No 2**

For 1 to 4 players:— Winter Ski Games, scrolling fun, 6 games on a double sided disk. **£10** post free

**GAMES PAC No 3**

10 arcade type games only £1.50 each comes on double sided disk. **£15 post free**

**GAMES PAC No 4**

Double sided disk full of text adventures.

**£10** post free

*All post free Mail order only*
*For full lists send sae 24 hour despatch*

**STOCKSOFT**
**15 Woodbrooke Road, Birmingham B30 1UE**

## COMPUTER REPAIRS

All machines dispatched within 72 hours of receipt

**Spectrum 16-48K. Rom upgrade. Down to £25.**

(Includes parts, VAT and return postage)
For a fast and reliable service, send machine, brief description of fault and cheque or postal order to the experts:

**CAPITAL COMPUTER SERVICES**

Dept. C&VG, 44 Rich's Road, Cardiff CF4 4AA
Tel: (0222) 614401

**We also service Acorn, Dragon and Commodore systems.**
Please telephone for quote.

## BANKRUPT STOCK FROM 99p!!!
## A few examples:

| SPECTRUM | |
|---|---|
| Black Planet | 99p |
| In Search of ORB | 99p |
| Finance Manager | 2.99 |
| Timegate | 99p |
| I'm in Shock | 1.99 |
| Inca Curse | 1.49 |
| Survival | 99p |
| Make-a-Chip | 99p |

| BBC | |
|---|---|
| Jars | 99p |
| Bumble Bee | 2.99 |
| Generators | 1.49 |
| Mined Out | 1.49 |

| COMMODORE 64 | |
|---|---|
| Blue Moon | 1.49 |
| Pixie Peter | 1.49 |
| World Cup | 1.99 |
| Planet of Death | 1.99 |
| Labyrinth | 1.99 |
| Crystal Frog | 1.49 |
| Pyramid | 1.99 |
| Hovver Bovver | 1.99 |

Also VIC 20
ELECTRON
DRAGON
ZX81

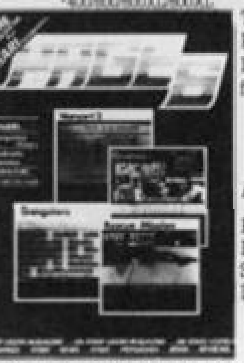
Send PO/Cheque + 35p (p&p) and/or SAE for list:

**ALIEN SOFTWARE (CV3)**
**46 Watling Ave., Edgware, Middx Tel: 01-951 4641**

**PAGE 6** THE MAGAZINE FOR ALL **ATARI** COMPUTER* OWNERS
*400/800/600XL/800XL

ATARI

● NEWS
● REVIEWS
● TUTORIALS
● UTILITIES
● HINTS & TIPS
plus more



THE BEST PROGRAM LISTINGS from
● U.S.A.
● U.K.
● AUSTRALIA
● PUBLIC DOMAIN SOFTWARE LIBRARY
● SPECIAL OFFERS

**PAGE 6 is published bi-monthly.**
**Annual Subscription is £7.00. Send TODAY to:**

**PAGE 6, P.O. BOX 54,**
**STAFFORD, ST16 1DR**
**Tel. 0785 41153**

**ATARI USERS.** Feel left out? Our system will make you many new friends. SAE for details to VIADUCT, 71 Hillwood Road, Halesowen, West Midlands.

**UNEXTENDED VIC-20 SOFTWARE.** Oilfield Business simulation — survey, build rigs, sell oil and pay loans. Shuttle Landing Watch you don't burn up, crash or run out of fuel. Three skill levels. Each game £2.95, both games £.95. cheques payable to B.Brass, Sunnyside, *Oakamoor, Stoke on Trent, Staffordshire.*

**ATARI OWNERS:** Character Set Designer (superb). Phone for details. Also Atari 400 — good condition £35 ono. Phone Steve on 07072 67331. I'm also interested in software swaps with other owners.

# ●MICRO ADS

## FAST COMPUTER REPAIRS

## VIDEO VAULT INTERNATIONAL
## 10★ REPAIR SERVICE

Spectrums repaired for £19.95 inc. Parts, Insurance and P & P No Hidden Extras. BBC, Commodore 64, Vic 20, Atari, Quoted for.
Are you fed up with waiting weeks for your Home Computer to be repaired!!! Why not try the Experts, we offer a full repair service on any Home Computer. All repairs carry a full 3 months guarantee, plus on every Spectrum repaired we send you a free game worth £5.95 for your enjoyment and pleasure.

- ★ **While you wait Service by Professional Computer Engineers.**
- ★ **3 Months written guarantee on all repairs.**
- ★ **International repair company.**
- ★ **All computers sent by mail order turned around in 24 hrs.**
- ★ **Most Spectrums repaired within 45 minutes.**
- ★ **All Micros insured for return journey.**
- ★ **Open 7 days a week./Keyboard faults only £8.95**
- ★ **School repairs undertaken-discounts available.**
- ★ **Free software with each Spectrum repaired worth £5.95.**
- ★ **Over 8 years experience working with computers.**

N.B.
WE DO NOT CHARGE
AN "AVERAGE PRICE"

ONLY GENUINE SINCLAIR PARTS USED.
Phone today for your free estimate or send your computer to us with £1.75 (UK EIRE I.O.M. C.I.) or £2.40 (Europe/Scandinavia) we will contact you the same day by phone or 1st class Mail should you require quotation first.
TRADE ENQUIRIES MOST WELCOME. ACCESS WELCOMED
VIDEO VAULT LTD THE LOGICAL CHOICE

**VideoVault**

Telephone: Glossop (STD 04574) 66555/67761
140 High St. West, Glossop, Derbyshire, England.

FREE GAME WORTH £5.95 WITH EACH SPECTRUM REPAIR.

**AMSTRAD/BBC, COMMODORE, SPECTRUM**

Are you a manic arcade player; a dedicated adventurer/strategist; or do you want an independent, no nonsense critical review of current software/utilities? Whichever, we have the brochure(s) for you! Based on the formula which has already produced the highly successful Hints and Pokes brochures, we are now able to offer not one but seven individually tailored brochures specific to your machines and interests.

For further information on the above and our other computing services send s.a.e. to:

**H&D SERVICES (CVG), Freepost (no stamp required), Manchester M11 2FA**
**Tel: 061 370 5666**

TOPPER
THE
COPPER
WILL BE A WHOPPER!!

**BOOKS, BOOKS, BOOKS**
**FOR ALL COMPUTERS**
SAE for lists. Mail order only
**PEARCES, 8 York Road, Kings Heath, Birmingham B14 7RZ**

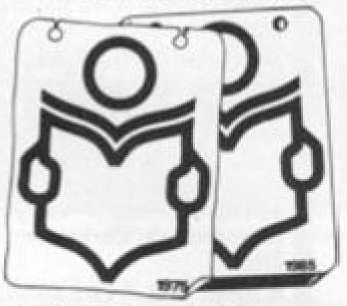
**SOFTWARE EXCHANGE**

Swap your used software. Free membership. Huge program base for the Spectrum and the Dragon.

Send s.a.e for details to:
**UK Software Exchange Club (CVG),**
**5 Tunwell Greave, Sheffield S5 9GB**

**SOFTWARE EXCHANGE.** Swap your used software, free membership Spectrum/Dragon, huge program base, sae please to UK Software Exchange Club (C&VG), 15 Tunwell Greave, Sheffield S5 9GB.

**Adult Literacy**
-the first decade



In 1975 the adult literacy campaign was launched to help the 2,000,000 adults who had difficulty with reading and writing.

By 1985 350,000 adults had received help with literacy.

For further information
Adult Literacy & Basic Skills Unit
PO Box 213 London WC1V 7ET

For help with Reading and Writing
☎01-405 4017

FUZE
FUZED
DEFUZED
CONFUZED
CONFUZION

**NEW CONCEPTS IN SOFTWARE**

**BBC**
Computer aided learning template system for teachers. Enables any teacher to quickly acquire a library of personalised teaching software. Price £25.00.

**CBM64**
Dr. John and the battle of the entropy: The Energy Rce. Educational fun game for O and A Level/ Technician courses. Teaches fundamental concepts of engineering and heat. A revolutionary new approach to teaching with an emphasis on learning through play with full back up material. Price £9.95.

**SPECTRUM**
O and A Level Physics packages:
NEWTONS LAWS ........ £6.95
WORK AND ENERGY ........ £6.95
Super BASIC EDITOR. RESERVES space for code in REMs, FIND AND REPLACE everything, variable speed TRACE, DELETE blocks of BASIC, and much more.

Send to:
**NEW CONCEPTS CVG**
**Rosenythion, St. Keverne, Helston,**
**Cornwall TR12 6QR**

**AMSTRAD HIRE CLUB**

**PLAY THE GAME!**
**TRY THE PACKAGE!**

Before you buy. The Hire Club with a difference, run by a programmer. At last you do have a choice!

The finest and most reliable Amstrad Hire Club, surpassing all others for variety of facilities. We provide an In-House PROFESSIONAL PROGRAMMER to help with hints and tips, machine code and basic lessons and supply highly discounted software. Hundreds of original titles available now! From Games to Business on cassette or disc. All the latest releases AND MORE. 24-hour return of service. Send large sae for full details to:

**AMSTRAD HIRE CLUB (CVG)**
**25 EMERALD CLOSE, TUFFLEY**
**GLOUCESTER**

**ATOMIC STRUCTURE**
**A COMPUTER VIEW**

Award winning 48k Spectrum program illustrated. 13 important physics experiment with high-res graphics and text. Suitable for 'A' level. Price £5.50.
Send cheque/PO to:
**NEW CONCEPTS SOFTWARE, C&VG,**
**ROSENYTHON, ST. KEVERNE,**
**HELSTON, CORNWALL TR12 6QR**

# MICROSELL

**MICROSELLS — It costs only £1 to advertise in Microsell!**

● **MSX GAMES** to sell or swap, Blagger, Chiller, Antartic Adventure, Jetset Willy, Punchy, Les Flies, Disc Warrior, Oh Mummy, Chuckie, The Wreck. All originals write to P. Jess, 58 Legacurry Road, Lisburn, Co. Antrim, Northern Ireland.

● **CBS COLECOVISION,** Roller Controller, Super Action Controllers over 20 cartridges £10 each. Item or swap for 1541 Commodore Disk Drive or 1525 Commodore Printer. Telephone (0252) 24461 Ex 5063 (am) (0252) 521005 (pm) ask for Andrew.

● **CBM 64** software to swap or sell, tape only, including Hypersports, exploding Fist, every US Gold, Activision title, American titles such as Archon II. Tel Andrew (01) 550 5075 after 5pm.

● **SPECTRUM 48K,** ZX81 16K. Plus cassette recorder with lots of games worth £300 sell for £100 or swap for Atari 130 XE. 180 Brooklands Terrace, New York, North Shields, Tyne and Wear NE29 8EP. Write to Tim.

● **SPECTRUM, DK** Tronics programmable joystick interface, excellent condition, £10 also much Spectrum software for sale, amazing prices! e.g. Backpackers £2! Ring 01 520 5125 after 4.30pm ask for Jim.

● **WANTED SOFTWARE** for Spectrum, I also have software which I would like to sell or swap, games include Monty is Innocent, Matchday etc. If interested phone (0764) 2586 and ask for Clarke.

● **CBM SOFTWARE:** Pitstop II £7.50, Impossible Mission £7.50, Solo Flight £9.50, Frak 64 £6.00, Monty Mole £5.50, Suicide Express £5.50, Nato Commander £7.00, Staff of Karnath £7.00, Battle of Midway £6.50, Match Point £5.00. Telephone 051 678 7830.

● **CBM 64** user would like to exchange ideas, experiences, software and computer reviews with English users. Please write to: Rainer Umbach, Schulwe6 6, 3507 Espenau 2, West Germany.

● **ELECTRON BBC** software. Gamemaker 2 £6.00, Pettigrews Diary, The Count, Voodoo Castle, Strange Odyssey, Pyramids of Doom, Stolen Lamp, Labyrinths of La Cosme. £3.50 each. Tel 01 903 7002 6pm to 8pm.

● **COMMODORE 64** owner wants to swap software and ideas. Disk only send your list to Michael Lacey, Ferns Post Office, Co. Wexford, Ireland.

● **SPECTRUM HARDWARE:** Datel Electronics, Joystick Interface £11. 48K Spectrum Rubber Keyboard plus free dustcover £10 sell separately or both for £15. Phone Fakenham (Norfolk) 701622 after 6pm if possible.

● **COLECOVISION WITH** turbo wheel and foot pedal, Roller Controller plus 14 games £150 ovno. Telephone 0256 468526.

● **WANTED. COMMODORE** 64 or any reasonable offer in exchange for Atari VCS, 10 Atari games, Keyboard Controller, Paddles, Joysticks, Booklets, Spectrum 48K, £200 worth of software, Tape Recorder, Cassette Case and all leads. Worth £1000. If interested phone (0764) 2586 and ask for Clarke.

● **DRAGON 32** perfect working order, leads, 2 joysticks, 25 issues Dragon User, 6 books, 15 games, 3 utilities. All for £70 ono. Telephone 046 12 4545 evenings.

● **COMMODORE 64** software to swap/sell. Over 350 titles including Beachhead 2, Skyfox and many new games from England and America. Write to 33 Kentwell, Riverside, Tamworth, Staffs B79 7UB.

● **CBM 64,** over 400 games to swap or sell. New titles include Beachead 2, and Skyfox. Write to Stephen, 12 Windsor Close, Tamworth, Staffs B79 8UH or ring (0827) 53006. Reliable people only please.

● **SPECTRUM 48K** + Ram Turbo + Quickshot II + mags and loads software, everything under guarantee, all worth £400+ sell £140 ono + Data Recorder. Telephone Marshland Smeeth 276 Please!!!!!Call!!!!!

● **16K VIC 20** adventures: Amazonian Quest, Haunted House, Swordquest and Spy Story. All include Save Game feature. Only £4.95 each from T. Runeckles, 2 Warners Avenue, Hoddesdon, Herts.

● **PANASONIC MSX** brand new never used with some games unwanted gift £150 — also new Spectrum Reset Switch Joystick Interface and some games £90 — call Ronnie 01-203 4545 evenings.

● **SPECTRUM 48K**/Kempston Joystick + interface, Amstrad cassette recorder, about 60 games. £110 ono. Ring Southampton 812177.

● **COMMODORE MPS 801** printer, perfect condition. Phone Antrim 60709 ask for Donald. Quick sale is required.

● **I OWN A BBC B** and would like a penpal to swap news and software with. I have over 150 games on cassette send list of software to 12, Harrington Street, Gorton, Manchester M18 8UQ. Tel Dave (061) 231 1895.

● **WANTED ATARI 810** disk drive with some software will pay up to £100. Phone Penzance 69838 after 6pm.

● **COMMODORE 64,** disk drive, C2N, joysticks, 70 cassettes, 18 disks, 9 books, 4 cartridges. Only 2 months old. Cost £1000. £570 ono. Telephone 0790 53161. Ask for Jason.

● **WANTED DISC** drive 1541 (ip to $115). Also like to swap/sell software write to: Kjetil Pettersson, SKJ Mark, 7520 Hegra, Norway.

● **ATARI GAMES** for sale Smash Hits volumes 1 and 3, Dropzone, Preppiet, Spitfire Ace, Fort Apocalypse, Jet Boot Jack, Atari Computing £50 ono. All originals, wanted back issues of Antic Analog and Page 6 magazines. Tel Dartford 330411.

● **CBM 64 GAMES** for sale: Daley Thompsons Decathlon, Beach Head, Raid Over Moscow, Tapper, Pooyan, Frantic Freddie, Encounter, Sheep in Space, Sherlock, Indiana Jones, Bruce Lee, Twin Kingdom Valley, £5.50 each. Armageddon, Falcon Patrol, £3.50 each. Telephone (03573) 439 after 7pm.

● **SPECTRUM 48K,** Wafadrive, Lo-Profile keyboard, some games, contact Norman Maccoy — telephone Washington 4173758 — 281 Donvale Road, Donwell, Washington, Tyne and Wear.

● **ATARI 64K 600XL** (Atari expansion), 410 cassette, nine games on cassette and cartridge, two books. All in very good condition. Approximately 18 months old. Only £100. Call Stevenage (0438) 355034 ask for Phil.

● **ATARI 400/800** software for sale. Includes cassettes, cartridges and discs. Telephone (0273) 502143.

● **ATARI 400 48K** professional keyboard. 410 recorder, 100's of games and utilities many originals. Also magazines, joysticks, books, blank tapes etc. Ring Luton (0582) 504508 after 8pm and weekends.

● **48K SPECTRUM PLUS** with 7 month guarantee, Data Recorder, Kempston Joystick Interface and £50 of software. Hardly used. Sell for £140. Phone 01-644 5547 anytime after August 24th.

● **SWAP 800XL 1010** recorder + games from abroad for any MSX. Phone 021 440 8091.

● **DALLAS QUEST.** Step by step instructions to solve this adventure from US Gold, in UK. Only £1 elsewhere £2 make cheque/PO payable to Richard Taylor and send to 55 Vicarage Lane, Horley, Surrey RH6 8BA.

● **SPECTRUM+** with 8 month guarantee. New tape recorder. Much original software. Spare wires, magazines, books. Worth over £310. Sell for £200. Phone Barnsley (0226) 385774.

● **48K ORIC ATMOS,** cassette recorder, boxed as new. Also software/games including Zenon 2, Zorgon's Revenge, Frigate Commander, Probe 3, Super Meteors, Gravitor, Marc, Scuba Dive. Cost £280 will accept £100 ono. Richard Fisher, 8 Melton St, Kettering, Northants (0536) 510719.

● **HI FREAKS!!** I'm interested in swapping the latest US and GB software for my Commodore 64. I have a large collection but I need more! Write to Roger Zens, Waldheideweb 70A, 4224 Huenxe 1, West Germany. Hey! Lazy Yank! Wake Up!

● **48K SPECTRUM,** cassette recorder, Kempston interface, books, magazines, £500 of software, £300 the lot. Telephone 01-647 2044, many — latest games.

● **VIC 20** + recorder + 16K expansion + super expander + joystick, Introduction to Basic parts 1 and 2, 5 cartridges, 22 tape games, 8 books £140. Telephone 05436 2839.

● **COMMODORE 64.** Originals to swap or sell. Titles include Theatre Europe £4. Raid on B Bay £3. Plus stacks more. Also American games to swap ring Neil on Slough 39462 or write 7 Vaughan Way, Slough, Berkshire SL2 2ND.

● **BBC 32K** 1.205 (nearly Model B). Over 150 games. 4 books, magazines, all leads and user guide. All excellent condition. Value of games is over £1000 alone. Everything for £295. Phone Steve 01-594 7322 after 6pm (Barking).

● **COMMODORE 64,** 1541 disk drive, 1701 colour monitor, 2 joysticks, easy script, white lighting, BBC & Spectrum emulators and nearly 50 discs containing over 800 games and utilities. Total value over £3000. Sale price only £600. Phone (05827) 69152.

# MICROSELL

**•WANTED COLECOVISION** Super Action Controllers and Rocky cartridge. Tel 0685 874399. Ask for Steven.

**•AMSTRAD CPC-464,** mono screen + DK'Tronics Speech Synthesizer/Amplifier + 3" single Amstrad disc drive + Kaga Taxan KP-810 matrix printer + over £500 software + magazines, books, discs. (Tasword, Masterfile, top games, Knightlore, Dun Duragh, Ghostbusters, Starstrike, Minder, Decathlon etc.). Very good condition £650 ovno. Phone Rick 4449132.

**•TI994A FOR SALE** computer, joysticks, cassette, leads, manual and twelve games including Parsec, Football, Golf and Chess. All in good condition. Selling at £135 ono. Phone 0602 2410.

**•SONY HITBIT MSX** computer excellent condition including data recorder, joystick, manuals, magazines, software worth £200 including Manic Miner, Jetset Willy, Blagger, Maxima etc + cartridge games. Fully boxed overall cost £500 sell for £260 ono. Call David on 0602 653563 or write to 5, The Grove, Calverton, Nottingham NG14 6PG.

**•ALPHACOM 32** printer with paper, excellent condition for sale with any Spectrum £30 ono. Write to J. O. Kirk, Highfield, Eastgate, Sleaford, Lincs NG34 7EE. Phone (0529) 303133.

**•ATARI 600XL,** 1010 recorder, joystick, £80 worth of games, programs, excellent condition, worth when new £350, sell for £149. Telephone Hook Norton, 737714. Near Banbury, Oxfordshire.

**•10 CHEAP SPECTRUM** software titles. Only one of each. Including Eureka, Chess. First come first served. £20 for the lot. Send sae to Con Lehane, Lissacreasig P.O., Macroom, Co. Cork, Eire.

**•SPECTRUM 48K** cassette recorder, joystick, speech unit, over 100 original programs, 8 books and keyboard. All worth over £375 or swap Commodore 64 and extras. Phone 01-883 1711.

**•COMMODORE 64** software to swap. Cassette only. I have over 300 games including Impossible Mission, Grog's Revenge, Ghostbusters. Send your list to M. Groenewegen, Vossenlaan 32 3735 Kn Boschen Duin, Holland.

**•48K SPECTRUM,** AGF interface with 20 top hit original games all in good condition. Altogether worth £240, going for the bargain price of £95. Ring 0872 (if outside Truro) 863199.

**•FOR SALE ZX** Spectrum 48K over 20 original games and twin socket DK'Tronics interface. With cassette recorder. Worth over £2.80 my price is £180. Phone Upminster (04022) 24273 ask for John.

**•ATARI SOFTWARE** to swap — Crystal Castles, Landscape, Behind Jagg Lines, Boulder Dash, Encounter, Dropzone, + more. Cassette only. Phone 0943 862016 or Martin, 16 East Garth, Platt Bridge, Wigan, Lancs.

**•ATTENTION CBM 64** owners! I want to swap software on disk. Send your list to Janne Nieminen, Petkeltie 4D 122, 20540 Turku 54, Finland. All letters will be answered! Hurry Up!

**•COMMODORE 64** software to swap. I have many titles from England, USA and Holland. Phone 01 715427 ask for Henrik or send a list to Henrik Lassen, Roskildevej 134 TTV 2500 Valby, Denmark.

**•ACORN ELECTRON** + joystick and interface + over £80 of software including, Elite, Twin Kingdom Valley. All in original packing and all in very good condition. Original guarantee. Selling for only £185 (worth over £330). Phone between 11am and 3pm 01-582 7490.

**•SPECTRUM 48K,** Loprofile keyboard, £180 of software, magazines, leads, manuals, £185 ono. Also Alphacom 32 Printer with five rolls of paper £50. Ram-Turbo joystick and Rom' Interface, Quickshot II, two Rom cartridges £45. Ideal early Christmas present. Telephone Cardiff (0222) 388000.

**•SPECTRUM GAMES:** (Beach Head, Fighter Pilot, Timegate, Derby Day Dictator) £13. (Red Baron, Football Manager, Code-Name Mat, Chiller, Stonkers) £13. Alien 8 £3. M. Griffin, 1 McDonagh Avenue, Mervue, Galway, Ireland.

**•NEW SPECTRUM+** and printer (unused). Also Alien 8, Return of the Jedi, Vu-3D, Chess, Space Raiders £120 ono or swap for Atari 1050 disk drive. Telephone 021 705 4340 after 6pm and ask for Kevin.

TO SELL YOUR
OLD COMPUTER
OR PERIPHERALS
OR SWAP UNWANTED
SOFTARE (ORIGINALS)
FILL IN THIS FORM

### TERMS AND CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the Microsell Section.
2. All free MicroSell ads are subject to space availability
3. The Publishers reserve the right to refuse an advertisement.

## C&VG, MICROSELL COUPON

ONLY £1.00

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |
| 10 | 11 | 12 |
| 13 | 14 | 15 |
| 16 | 17 | 18 |
| 19 | 20 | 21 |
| 22 | 23 | 24 |
| 25 | 26 | 27 |
| 28 | 29 | 30 |

## PLEASE PRINT IN BLOCK CAPITALS

### ONLY ONE INSERTION PER COUPON

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary).

**TOTAL** number of words for ALL insertions ..........

**COST:** **MicroSell** (Private) £1.00 — **MicroAds** (Trade) 40p per word, 50p per additional bold word

I enclose a cheque/P.O. for £ .......... made payable to Computer & Video Games.

Name ..........

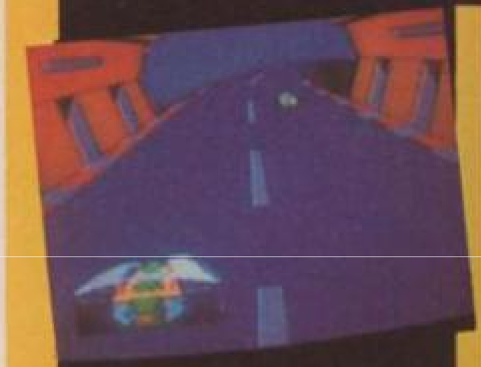
Address ..........

..........

POST TO: **AD. DEPT, C&VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**

# ★ARCA

**Clare Edgeley, IDEAs Corporation's arcade spy, regularly brings you news from the public gaming booths in C+VG. This issue she reports on a terrific new *Defender* clone called *Nemesis* — plus a video love story for those of you who like a game with added kicks!**



## ● TOP GEAR

Universal's *Top Gear* is a racing game which wouldn't even complete a practice lap if in competition with *Pole Position*.

There are two laps to choose from. If you are really good, you will be able to go round each lap twice — and all for 20 pence. But, you are more likely to end up in a ditch at the first bend!

In *Pole Position* and other racing games of that calibre, it is quite easy to hold the road when cornering but no amount of practice will prepare you for *Top Gear*. The steering wheel seems to have no connection with the wheels. A flick of the wrist is likely to send the car careering all over the road and into a noticeboard instead of cruising coolly past an opponent. Trying to overtake other cars is hair-raising!

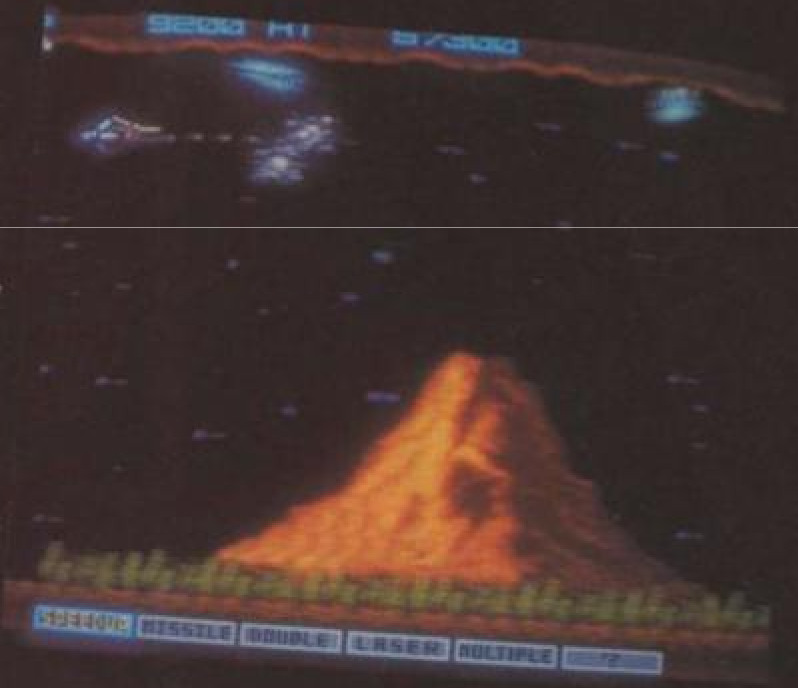
The track is futuristic. Once out of a cityscape, it tends to rise and fall in a most unnatural way. One moment you are waving to the seagulls and the next plunging back to earth and level ground. The track sometimes seems to be suspended in mid-air.

Racing to the top of an enormous hill you come across is not a good idea. There is a blind spot at the top and you will probably run straight into the back of another car.

Tunnels can be chaotic. Care must be taken not to drive into walls by mistake. It's easy to do and you'll end up as a small explosion — *Pole Position* style.

If you've got money to spare and you're keen on racing games, don't waste it on this one. A dodgem car is much more fun!

## ● NEMESIS



A crowd at one end of the arcade can mean only one of two things. Either someone has fainted or a new game has just arrived.

Konami's *Nemesis* is one of those crowd pullers. To play, I had to join the queue, jingling 30p noisily along with everyone else to show I meant business. Eventually my turn came and, watched by a horde of experienced players, I proceeded to dispatch all my space ships in the shortest possible time.

I was under the impression that the days of *Defender* were long gone. Yet *Nemesis* has taken the best features from *Defender* and combined them with several new ones to produce a first rate game.

Speed, quick reflexes and non-stop action will keep you on your toes for as long as you can stand the pace.

*Nemesis* scrolls from right to left as you control a space ship in its flight down a tunnel. A tunnel strewn with enemy strongholds and floating aliens. Gone are the humanoids — just shoot anything that moves and stationary objects as well. Your aim seems to be to get from one end to the other unscathed.

Shades of *Gyrus* float into the game with strings of swirling aliens whizzing round the screen which must be shot to pick up extra points. If you manage to knock off the whole string, a burning fireball is left behind which should be collected.

Your plane banks as you move up and down and you can accelerate, hover and move backwards to a certain degree, though not turn round and fly in the opposite direction.

The first real obstacle you'll meet is a massive floating rock with only a small space to squeeze round. This fires bolts of lasers, five at a time which must be dodged — tricky, as there are other nasties to avoid and shoot as well. There is barely enough time to breathe before you come across a pair of volcanoes. Don't fly past, hover between the two and wait a few moments.

They'll wake up in unison and fling great balls of lava into the tunnel.

You can shoot at these but your best bet is to hide high in the ceiling and pray you don't get hit.

A huge space ship — exactly like *Star Wars'* Millenium Falcon — rises from the valley and proceeds to spit out lasers in the same manner as the rock.

To blow up the space ship, dodge the lasers and try to fire directly into the mouth of the craft. It's difficult but possible, and after several direct hits it will blow up.

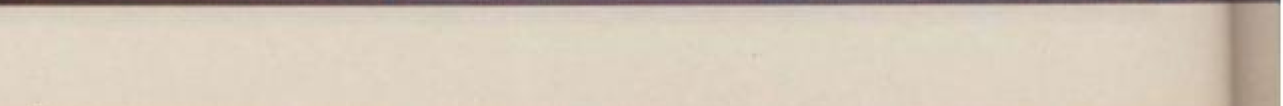
Another fleet of aliens — stationary, swirling and just plain old flying ones — come next and then onto a rock-like formation which you must blast your way through. More points are scored for blasting the many guns that lie in wait and which swivel towards you with unnerving accuracy. Onto a pink wall of marbles through which you will have to knock a hole and quickly past a line of deadly blue fuzzy objects. Another ship rises and should be dispatched in the same way as the first.

There's no chance to rest — you're rushed from one deathtrap to another as the objects get harder to bypass.

Colin Ho, 18, from London spent over £20.00 with a friend in three days to get this far into the game, and there's more to come. "It's unique," says Colin. "I think this is the first game that allows you to choose your weapons. Multiple weapons are the best as they multiply your firepower."

A grid along the bottom of the screen has boxes which light up as you progress. Whenever the box with the weapon of your choice lights up just press a button and you will be armed with shields, double lasers or missiles.

*Nemesis* is one of the most addictive games I've seen for a long time. *Defender* fanatics have the upper hand as they are already used to the style of play but anyone can learn it easily.



# DE ACTION

## ● MY HERO!

Sega's latest game apparently has two names — and both are singularly inappropriate. Walking into an arcade, I decided to play *My Hero* as billed by the machine's artwork, but after putting in the money the screen display declared *Love Passion*! (*Sensitive readers stop here! Ed.*)

Of the two, I prefer *Love Passion* — mostly because there isn't a single sign of it, though presumably if you get to the end of the game the hero Takashi might receive a tender kiss from his kidnapped girlfriend Mari.

This game is for the chivalrous and for those who have longed to battle against a bunch of toughs to protect the girl you love! A word of warning. Practice first — it's a lot harder being a knight in shining armour than you think.

Back to the game. Takashi and Mari are walking hand in hand down a street when she is suddenly torn from his grasp by a bunch of tip-toeing hoodlums, dressed in black trousers and black and white striped prison shirts in the manner of kidnappers everywhere.

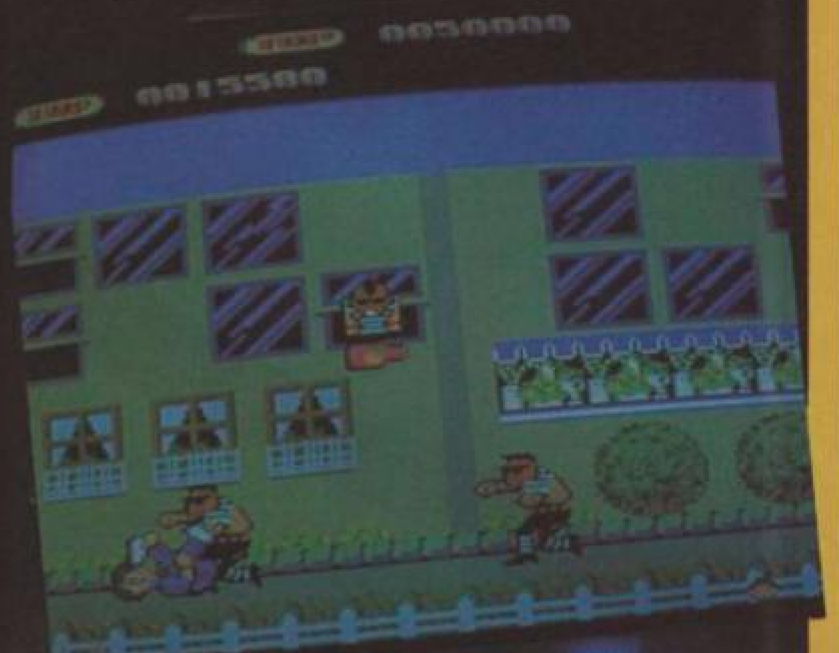
Takashi, after stopping to gape for a second, decides to give chase. This is where you come in. *My Hero* turns out to be another of those martial arts games which have mushroomed in the arcades since the success of *Karate Champ*.

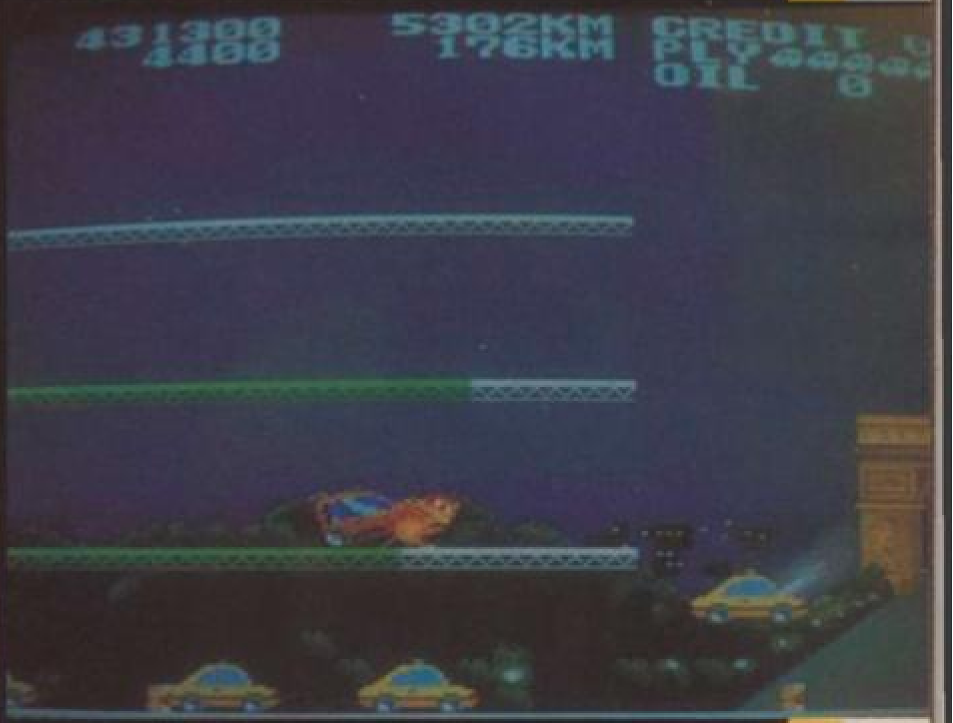
Single handed, Takashi must take on all the gangsters and ultimately The Boss before being reunited with Mari.

You can punch, kick, leap into the air and generally behave like Bruce Lee to outwit the baddies.

The baddies have the advantage of numbers and generally attack in threes — there's barely time to recover your breath before the next lot approach. They also fight dirty.

Lurking in the buildings above the street, they lie in wait to drop a bottle or some other object onto your head. If you are quick enough and see these coming, you can dodge or kick them out of the way but it's curtains for you if they hit their target. More often than not, you'll end up flat on your back overwhelmed by the opposition. I got nowhere near The Boss!





## ● CITY CONNECTION

Every arcade has a mixture of interesting and silly games. Some are saved from total obscurity as, despite a weak story line, the game itself is challenging. I wish I could say the same for Jaleco's latest offering.

No amount of jazzing up will make *City Connection* anything but boring. However there are some compensations, it does allow you to see the world's famous cities in Clarice, a flying Mini Metro!

The idea is to drive up and down highways, autobahns and motorways, bumping police cars off the roads by tossing the odd oil can into the air.

Start off point for this highly unexciting game is Manhattan, New York. Travelling past a back drop of skyscrapers, down a three lane highway — the lanes are stacked one on top of the other — run over any oil cans you come across.

As soon as you have one, press a button and it will take to the air, hopefully hitting a police car before disappearing off the edge of the screen.

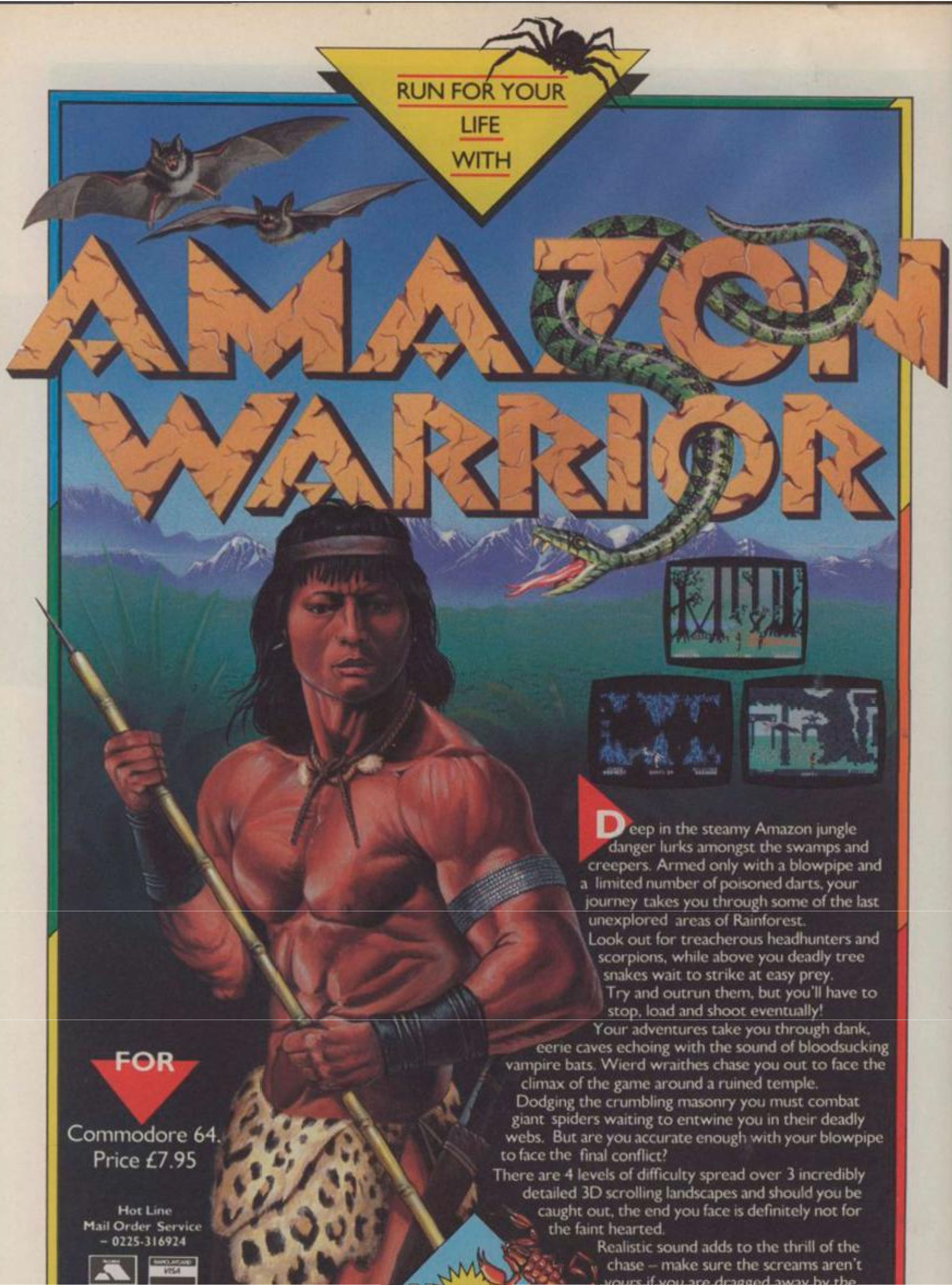
The police driver then spins out of control — probably with surprise at being hit by a can of beans from a passing Metro. This is your big moment — drive up behind and nudge it off the road. Onto the next car.

The roads are only partially built and there are gaps in them at regular intervals though these can be jumped. Jump them so that you land on the same lane on the other side of the gap or drop onto the next lane in the stack.

It's possible to turn Clarice in mid-air so that you land on the next lane down in the direction you were coming from. This is tricky but often necessary especially if there's the slightest chance of landing on one of the many police cars, in which case Clarice bursts into pieces. Not to worry, British Leyland will provide you with another.

Watch out for little blobs waving flags, and monoliths which sprout up in your path. Avoid these by jumping them or taking an abrupt about turn.

After you've killed the cops in New York, Clarice takes off on a space hop to land at random in another city. Take your pick — there's Egypt, Japan and even the Easter Islands. Personally, I found *City Connection* a waste of time and money but it just might appeal to someone.



Deep in the steamy Amazon jungle danger lurks amongst the swamps and creepers. Armed only with a blowpipe and a limited number of poisoned darts, your journey takes you through some of the last unexplored areas of Rainforest.

Look out for treacherous headhunters and scorpions, while above you deadly tree snakes wait to strike at easy prey.

Try and outrun them, but you'll have to stop, load and shoot eventually!

Your adventures take you through dank, eerie caves echoing with the sound of bloodsucking vampire bats. Wierd wraithes chase you out to face the climax of the game around a ruined temple.

Dodging the crumbling masonry you must combat giant spiders waiting to entwine you in their deadly webs. But are you accurate enough with your blowpipe to face the final conflict?

There are 4 levels of difficulty spread over 3 incredibly detailed 3D scrolling landscapes and should you be caught out, the end you face is definitely not for the faint hearted.

Realistic sound adds to the thrill of the chase – make sure the screams aren't yours if you are dragged away by the awesome Quetzalcoatus.

Load up, and be ready to shoot!

FOR

Commodore 64.
Price £7.95

**Hot Line**
**Mail Order Service**
**– 0225-316924**

GSH

New Generation products are sold according to their terms of trade and conditions of sale.

FREEPOST, Bath BA2 4TD.

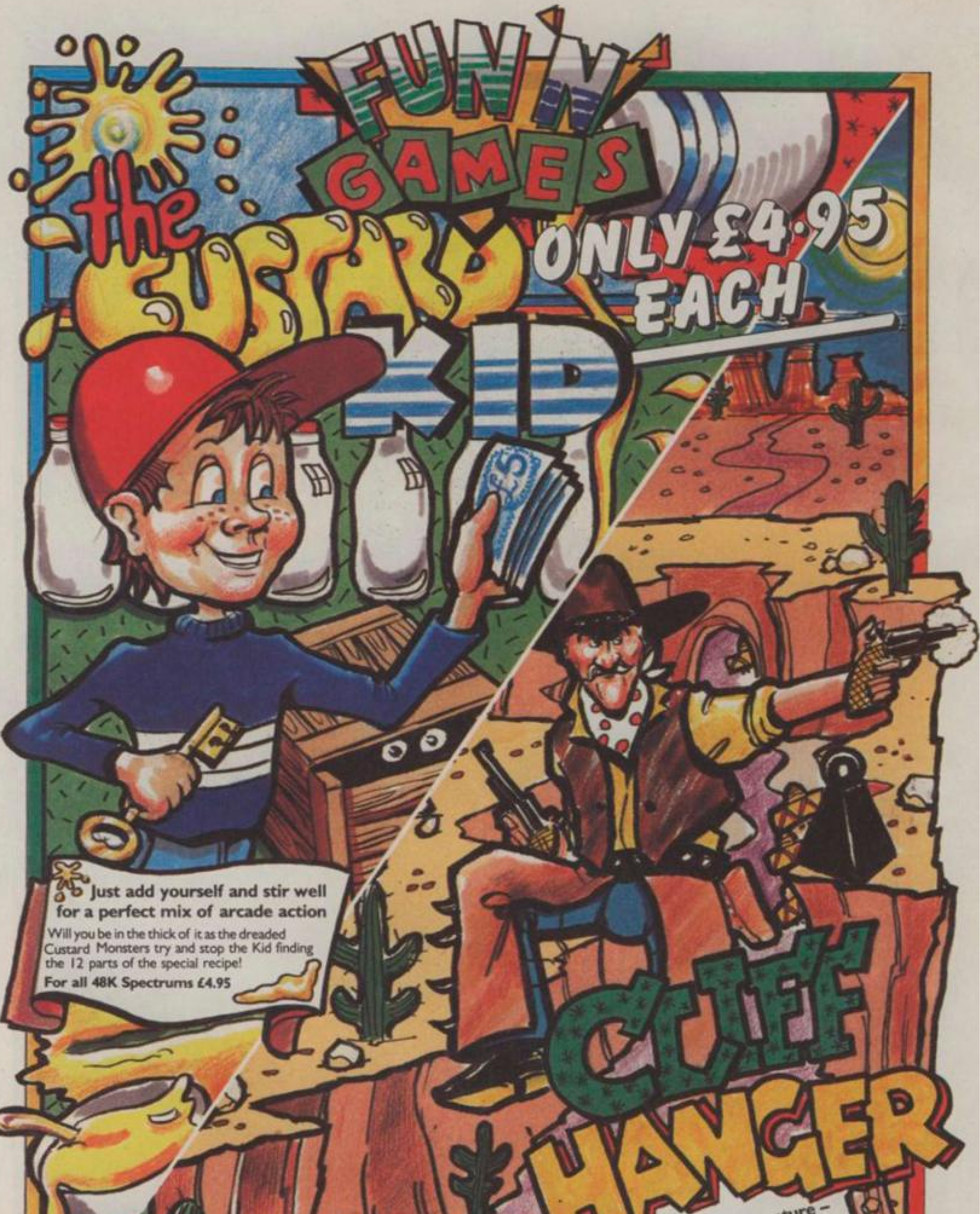
# shadow of the UNICORN

## THE FIRST EVER MIKRO-PLUS GAME

**Nearly 50% bigger and better game for the Spectrum**

Shadow of the Unicorn - a 120 page illustrated book, 64K of programme, and Mikro-Plus interface - all for £14.95

- Built-in joystick port
- Back-up facility to Microdrive
- Back-up facility to Tape
- Tape alignment routine for trouble free loading


FUN 'N' GAMES
the CUSTARD KID
ONLY £4·95 EACH
CLIFF HANGER
£5
New Generation Software

**Just add yourself and stir well for a perfect mix of arcade action**

Will you be in the thick of it as the dreaded Custard Monsters try and stop the Kid finding the 12 parts of the special recipe!

**For all 48K Spectrums £4.95**

**Western Adventure – Cartoon style**

As Cliff, stop the ol' banditos shooting up the canyon in the wackiest western ever!

**For all 48K Spectrums £4.95**

GSH

New Generation products are sold according to their terms of trade and conditions of sale.

FREEPOST Bath BA2 4TD.

# the C+VG software charts

• OCTOBER • Compiled by Gallup

## TOP 30/ALL FORMATS

| • THIS MONTH | • LAST MONTH | • GAME | • MACHINE | • MANUFACTURER | • WEEKS IN CHART |
|---|---|---|---|---|---|
| 1 | 1 | **Hypersports** | SP, C64 | Imagine | 6 |
| 2 | 2 | **Way of the Exploding Fist** | SP, C64, AMS | Melbourne | 4 |
| 3 | 4 | **Frank Bruno's Boxing** | SP, C64 | Elite | 6 |
| 4 | 3 | **Soft Aid** | SP, C64 | Various | 22 |
| 5 | 9 | **Action Biker** | C64 | Mastertronic | 13 |
| 6 | 18 | **Elite** | SP, C64, BBC | Acornsoft | 15 |
| 7 | — | **Spy Hunter** | SP, C64 | US Gold | 2 |
| 8 | — | **Frankie Goes to Hollywood** | SP, C64 | Ocean | 2 |
| 9 | 27 | **Jet Set Willy** | SP, C64, AMS | Software Projects | 4 |
| 10 | — | **Dynamite Dan** | SP | Mirrorsoft | 1 |
| 11 | — | **Spy Vs Spy** | SP, C64 | Beyond | 3 |
| 12 | — | **Cauldron** | SP, C64 | Palace | 2 |
| 13 | 16 | **Finders Keepers** | SP, C64, AMS | Mastertronic | 4 |
| 14 | 30 | **Pitstop 2** | C64 | Epyx/US Gold | 8 |
| 15 | — | **Combat Lynx** | SP, C64, AMS, BBC, ELEC | Durell | 4 |
| 16 | — | **BMX Racers** | SP, C64 | Mastertronic | 3 |
| 17 | — | **Rocco** | SP | Gremlin Graphics | 1 |
| 18 | — | **Beach Head** | SP, C64, AMS | US Gold | 2 |
| 19 | 22 | **Dun Darach** | SP, AMS | Gargoyle Games | 15 |
| 20 | 10 | **View To A Kill** | SP, C64, AMS, ENT | Domark | 18 |
| 21 | — | **Nick Faldo's Open Golf** | SP, C64 | Mind Games | 3 |
| 22 | 19 | **Bruce Lee** | SP, C64, AMS, AT | US Gold | 6 |
| 23 | — | **Pole Position** | SP, C64, AT | US Gold | 1 |
| 24 | — | **Dambusters** | C64, AT | US Gold | 1 |
| 25 | 5 | **Nodes of Yesod** | SP, C64 | Odin | 36 |
| 26 | 7 | **Kik Start** | C64 | Mastertronic | 4 |
| 27 | 20 | **Daley Thompson's Decathlon** | SP, C64, AMS | Ocean | 14 |
| 28 | — | **Alien 8** | SP, BBC | Ultimate | 4 |
| 29 | 12 | **Vegas Jackpot** | C64 | Mastertronic | 15 |
| 30 | 15 | **World Series Baseball** | SP, C64, AMS | Imagine | 24 |

## C64/TOP 30

| | |
|---|---|
| 1 | **Way of the Exploding Fist**/MH |
| 2 | **Hypersports**/Imagine |
| 3 | **Elite**/Firebird |
| 4 | **Soft Aid**/Various |
| 5 | **Action Biker**/Mastertronic |
| 6 | **Pitstop 2**/Epyx/US Gold |
| 7 | **Kik Start**/Mastertronic |
| 8 | **Frankie Goes to H'wood**/Ocean |
| 9 | **International Tennis**/Commodore |
| 10 | **G. Gooch Test Cricket**/Audiogenic |
| 11 | **Dambusters**/US Gold |
| 12 | **Thing on a Spring**/Gremlin |
| 13 | **View To A Kill**/Domark |
| 14 | **International B'ball**/Commodore |
| 15 | **Impossible Mission**/Epyx/US Gold |
| 16 | **N. Faldo Open Golf**/Mind Games |
| 17 | **Five a Side**/Anirog |
| 18 | **Rockford's Riot**/Monolith |
| 19 | **Finders Keepers**/Mastertronic |
| 20 | **Spy Hunter**/US Gold |
| 21 | **Drop Zone**/US Gold |
| 22 | **Shadowfire**/Beyond Software |
| 23 | **Tour de France**/Activision |
| 24 | **Entombed**/Ultimate |
| 25 | **Cauldron**/Palace |
| 26 | **Jet Set Willy 2**/Software Projects |
| 27 | **Ghostbusters**/Activision |
| 28 | **Mr Do**/US Gold |
| 29 | **D. Thompson's Decathlon**/Ocean |
| 30 | **World Series Baseball**/Imagine |

## SPECTRUM/TOP 30

| | |
|---|---|
| 1 | **Frank Bruno's Boxing**/Elite |
| 2 | **Hypersports**/Imagine |
| 3 | **Soft Aid**/Various |
| 4 | **Dynamite Dan**/Mirrorsoft |
| 5 | **Spy Vs Spy**/Beyond |
| 6 | **Rocco**/Gremlin Graphics |
| 7 | **Spy Hunter**/US Gold |
| 8 | **Jet Set Willy 2**/Software Projects |
| 9 | **Action Biker**/Mastertronic |
| 10 | **Nodes of Yesod**/Odin |
| 11 | **Cauldron**/Palace |
| 12 | **Pole Position**/US Gold |
| 13 | **Bruce Lee**/US Gold |
| 14 | **Dun Darach**/Gargoyle Games |
| 15 | **World Series Baseball**/Imagine |
| 16 | **Frankie Goes to H'wood**/Ocean |
| 17 | **Highway Encounter**/Vortex |
| 18 | **Glass**/Quicksilva |
| 19 | **N. Faldo Open Golf**/Mind Games |
| 20 | **Empire Fights Back**/Mastertronic |
| 21 | **Tapper**/US Gold |
| 22 | **View To A Kill**/Domark |
| 23 | **Shadowfire**/Beyond Software |
| 24 | **Nonterraquecus**/Mastertronic |
| 25 | **Finders Keepers**/Mastertronic |
| 26 | **D. Thompson's Decathlon**/Ocean |
| 27 | **BMX Racers**/Mastertronic |
| 28 | **Monopoly**/Leisure Genius |
| 29 | **Rocky Horror Show**/CRL |
| 30 | **Red Moon**/Level 9 |

## AMSTRAD/TOP 30

| | |
|---|---|
| 1 | **Way of the Exploding Fist**/MH |
| 2 | **Beach Head**/Ocean |
| 3 | **Alien 8**/Ultimate |
| 4 | **Dun Darach**/Gargoyle Games |
| 5 | **Finders Keepers**/Mastertronic |
| 6 | **Chiller**/Mastertronic |
| 7 | **Knight Lore**/Ultimate |
| 8 | **Ghostbusters**/Activision |
| 9 | **D. Thompson's Decathlon**/Ocean |
| 10 | **Rocky Horror Show**/CRL |

## MACHINE KEY

SP = SPECTRUM

C64 = COMMODORE 64

AMS = AMSTRAD

BBC = BBC

AT = ATARI

ELEC = ELECTRON

ENT = ENTERPRISE

IDEAS
CENTRAL
5

**Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber.**

**Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it. So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So send your game hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Now — let's take a look at what the BH squad have come up with . . .**

## ENTOMBED

In August we published the map of *Entombed* along with some hints to play the game — but only to **Level 4** as Big Red sat on the mainframe before we could go any further. Well, wait no longer, for here are the rest of the clues, sent in by Adam Trotman of Wolverhampton.

On **Level 4:** You have to make your way to **Room K** which is the connecting room to **Level 5**. As you enter, you will notice a boulder blocking the Exit. To remove this, go up the ramp on the left to where you see the eye on the wall. Keep jumping at the eye, and eventually the boulder will move. It does take some time. One word of warning though — Watch Your Air!

**Level 5:** Have your ship ready! When you reach gong number one whip it once and then go round the rest of the gongs in sequence. Under gong five is the Torch. **Room M:** You will need your torch to read in this room. **Room N:** This contains three lava pools. The white pool makes you visible, green pool makes you invisible and in the red pool you will lose your energy UNLESS you have touched the pools in a certain order — and I shall leave you to work that one out! Once you have done this, you will find the exit to **Level 6**.

**Level 6 Room O:** Once again you need the Torch. **Room P:** Here you will find "The Knot of Iris". This is in the chest behind the big Idol. Whip the small fat jar on your right, it will move onto the platform. Then whip the other jar along until it falls off which will move the platform down, and the Idol will move. Take it to **Room C**.

**Room Q:** This room is a maze, BUT, when you enter you and the whip turn invisible. You must get to the chest. How, I hear you asking? Listen to your footsteps!! The chest contains another Scroll.

**Room R:** You will need the "Book of the Dead" to complete this room. When you enter, the grate behind will close, and the one in front opens to reveal a giant Cobra — to kill him you must go to the chest in the left top corner and open it (this is when having "Book of the Dead" comes in useful), the snake should disappear, allowing you onto **Level 7**.

**Level 7 Room S:** Once again you need the Torch. One extra clue, leave this room until the very last, otherwise you might find that the chest won't open.

**Room T:** As you enter you will see a sleeping crocodile. He will not harm you. Go to the small boulder and whip it onto the platform (you should also be on the platform). Once you start going down, the croc will awaken and you will have to move fast or he will block off your exit. Go to the chest and you should receive *five extra lives*. Get back on the platform and whip the boulder off — do this quickly and you will be out before the croc gets you.

**Room U (Hidden Room):** this room only appears after all the others have been completed. You will see clouds which will sap your energy. The key to doing the final room is in the boulder. And that is all the clues — otherwise we will finish the game for you.

## DUN DARACH

Seems as though the **"Tipmaster"** has set up his own rival company to I.C. We now have some tips on *Dun Darach* from the **'Hint Helper'**.

First make more money by stealing or buying peppers from the grocers in Market Street. Watch out for Ryde, though, if you are stealing.

Take the peppers to the broker in Marsh Street, Ratha-De. You can also get some gold bars from the Assayer in West Way and take them to the Broker in Cross Street.

There is a secret entrance in Park Row, six paces from the sign at the far east end. Press enter and you will find Dain inside. In return for the lyre he will give you a shield labelled "Midu". Take this to "Hail Midlin" and deposit it on the altar.

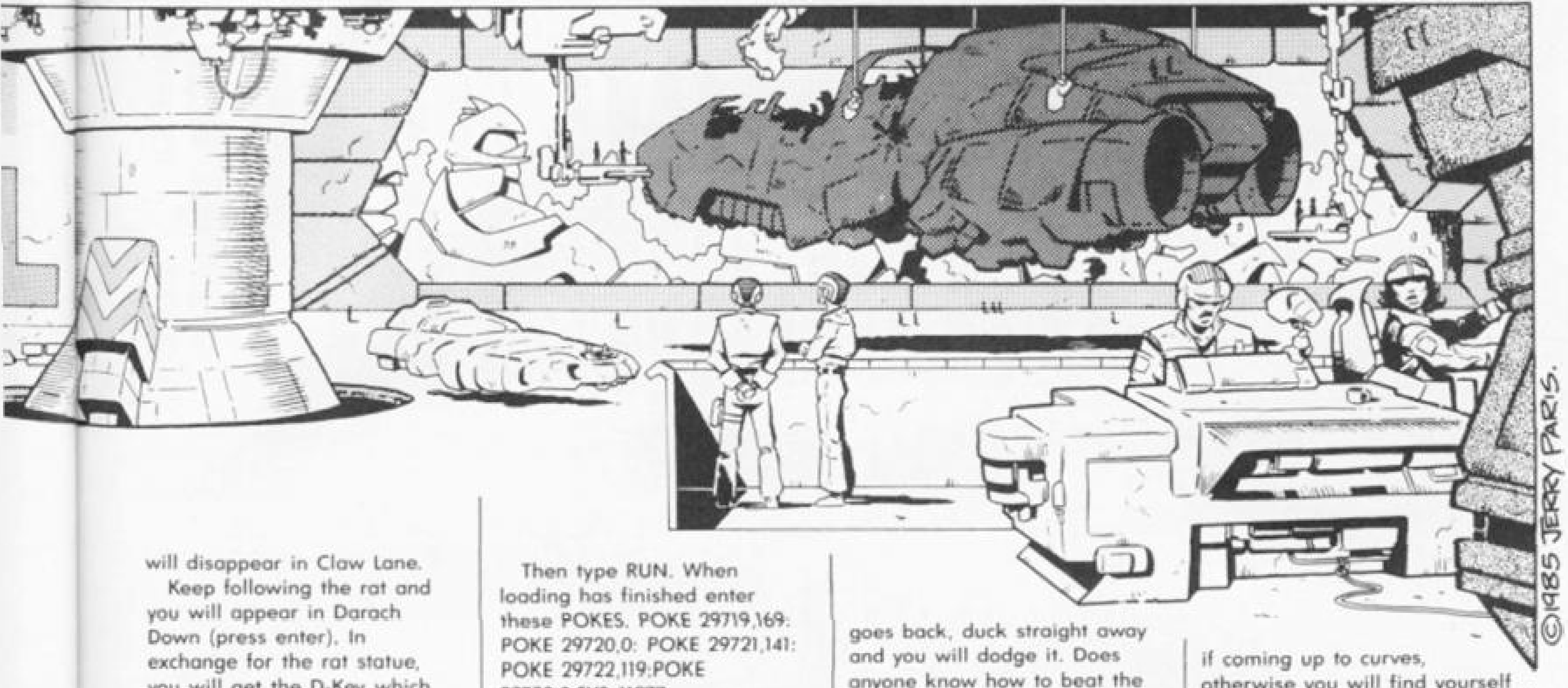
The "M" key will then appear — put this in a depository.

Give Mohr a book from the Archivist in King Street, Mercer Heath.

He will give you another book with a message. Deposit this book also. Get a moleskin from the Skinner, in Long Lane and give it to Bren, who will give you a map with a clue — "Gold in ashes". Put the map somewhere safe and then give Bren some platinas, in Silver Street Argot, in return for a map, with clue "Galicia if Far".

Give this to Ryde who will give you the "Hail Beltemos" shield which you take to the "Hail Beltemos" building. "54" will appear in the picture frame.

Get a "rat statue" from the Gallery, North Wall, Old Quarter and take it to Teth the Jailor, who can be bound by following a rat in the Soke who


©1985 JERRY PARIS.

will disappear in Claw Lane.

Keep following the rat and you will appear in Darach Down (press enter). In exchange for the rat statue, you will get the D-Key which will open the locked door in "The Castle". Pick up the script from the altar and a message will appear.

## POKES

Okay, Kalliber, that's enough of this. Let's see how those robots have got on with the Pokes we asked them to collect.

● **AIRWOLF (C64)** Type LOAD instead of Run Stop/Shift. When Ready appears, type POKE 1010,141:POKE 1011,5:POKE 1012,128:POKE 1013,76:POKE 1015,252. Then type RUN. The computer will reset itself. Stop the tape here and use the following pokes. **For infinite shields:** POKE 13013,169:POKE 13014,6:POKE 13015,141:POKE 13016,143:POKE 13018,234.

**To fly through walls:** POKE 5026,252.

**Avoid killing any sprites:** POKE 5019,221:POKE 5020,248. To start game after entering POKES, type SYS 4096 (Return).

● **SUICIDE EXPRESS:** Type LOAD (Return) When ready appears enter POKE 1010,76: POKE 1011,248:POKE 1012,252 (Return). Now type RUN. When loading has finished enter this after it resets. POKE 26222,234:POKE 26223,234 POKE 26224,234:POKE 26225,234 POKE 26225,234:POKE 26227,234. Then SYS 33792. (NB: if ammo>50 game will freeze).

● **BOUNTY BOB STRIKES BACK** (C64). To avoid Sprite Collision. Type LOAD (Return). When READY appears enter these pokes: POKE 1010,76: POKE 1011,248:POKE 1012,252.

Then type RUN. When loading has finished enter these POKES. POKE 29719,169: POKE 29720,0: POKE 29721,141: POKE 29722,119:POKE 29723,0:SYS 11877.

All of these POKES came from S.O. Kane of Northern Ireland, who definitely deserves a free C64 game.

● **ENTOMBED** (C64) POKES for *Entombed* from Ian Duncan of Hemel Hempstead. Type: OPEN 1 (Return). Then press play on tape and press the CBM key as usual. When FOUND ENTOMBED is displayed, enter POKE 783,1:POKE 830,34:POKE 832,48:SYS 62828 (Return). Loading will commence for a while and then enter FOR K= 679 TO 767:POKE K,PEEK(K+8,192):NEXT (Return). FOR K= 828 TO 1023:POKE K, PEEK(K+8192):NEXT(Return) POKE 816,60:POKE 817,3(Return).

Now Type: LOAD "NOVA" (Return) The ready prompt will appear and then enter POKE 2208,1:POKE2213,141:POKE2214,231:POKE2215,108.SYS2128 (Return). The game will now finish loading and when you start playing you will notice that you have unlimited lives/energy.

● **FRANK BRUNO'S BOXING** (Spectrum). David Allsop of Chesterfield has written in with tips on how to defeat the first two boxers.

*Canadian Crusher:* To get at Canadian Crusher you must start with body punches — this brings his guard down. Then quickly put your own guard up and start jabbing his head until the KO counter is flashing so you can give him the big punch. When he is knocked down, be ready on the duck button. Press this when he has got up and outstretched his arms to crush your head.

*Andrei Puncheredov:* This man certainly goes to your head. To avoid this — when his head goes back, duck straight away and you will dodge it. Does anyone know how to beat the others?

● **WAY OF THE EXPLODING FIST** (C64). Here are a few tips from Ben Vickerman, Newcastle upon Tyne. Always use leg sweeps when possible because they are more effective than other kicks. Other kicks can be blocked.

If your opponent gets too close and your leg sweeps are not getting through then crouch and execute a low punch. Your opponent often karate kicks while you are in crouch position to get close so he can give you a low kick. If you think he is going to use this manoeuvre then stop, crouch as soon as he reaches ground, leg sweep him, this way you can dispose of him before he disposes of you.

On DAN 5 he somersaults if you keep leg sweeping, so get ready with the high back kick, this will catch him off guard as he hits the ground. This manoeuvre is worth 500 points if executed properly, so get practising.

On DANS 9 and 10 fight like mad for full moon then play defensive. If you try to get a second moon your opponent could equalize with you or even beat you. One final tip, on NOVICE creep up to him and execute a roundabout kick — this will earn you a 1,000 points and he does hardly anything to stop you.

● **PITSTOP II** Another regular to these pages is Kenneth Henry of Enfield. This time he has some tips for *Pitstop II*.

Remember that on circuits like Hockenheim, Vallelunge and Rouen Les Essarts you don't have to make pitstops at all if you are good enough with car control. Keep to the inside lane if coming up to curves, otherwise you will find yourself straying to the other side and eventually grinding out your tyres.

When tyre-changing, if you take off a damaged tyre, be sure to move away from the car, before going to the spare tyre files, or you must keep putting on and taking off the damaged tyre. When racing, watch the other computer-controlled cars and their race patterns.

YELLOW — this car is very unpredictable, sometimes crossing on both straights and curves.

LIGHT GREY — this one mostly stays in the middle of any track, but, sometimes crosses any lanes. Very difficult to get past.

GREY — the most difficult to get past. If you run into this one, it crosses over to the side you would have used to speed away.

ORANGE — same as the purple.

LIGHT GREEN — same as grey.

OTHERS — easy to pass.

When you catch up with the robodriver and it is passing another car, move to the edge where there is space and blaze past.

# HALL OF FAME

## HI-SCORES

### BRUCE LEE

1 **Julian Gostelow,** Stourport, Worcs — **2,132,219**
2 **Jawaid Ali,** Glasgow, Scotland — **2,123,450**
3 **Jian Hua Jerng,** Molenhoeekus, Holland — **999,925**
4 **M. Easton,** Westerham, Kent — **938,175**
5 **Owen Greenwood,** Farnham, Surrey — **895,590**

▼ **Jian Hua Jerng**

▼ **Julian Gostelow**

### SPY HUNTER

1 **Robert Pugh,** George St Lee — **1,360,300**
2 **Paul Parker,** Liversedge, W. Yorks — **628,530**
3 **Patrick Graham,** Poplar, London — **421,235**
4 **Tiernan Kelly,** Glasgow, Scotland — **391,455**
5 **William Flint,** Thetford, Norfolk — **355,000**

### HYPER SPORTS

1 **Scott Donaldson,** Hamilton — **465,871**
2 **Adrian Moore,** Newbown Park — **304,380**
3 **Graham Osborne,** Newton Abbot, Devon — **221,749**
4 **Gary Walvin,** Sutton-in-Ash — **217,593**
5 **Michael Jordon,** Exeter, Devon — **160,433**

## HOTSHOTS

C+VG
HOTSHOT
JULY 1985

Meet Computer + Video Games' first Hot Shot Hero — 16-year-old **Simon Stokes**, of Birmingham.

He triumphed in a face-to-face *Dropzone* battle with **Cameron McDade**, 19, of Wakefield, at our offices in London recently.

Simon won the first prize at a highly-prized and exclusive Hot Shot T-shirt and a package of Atari games.

But runner-up Cameron did not go away empty-handed. He also received a smaller package of Atari games.

Simon and Cameron were the two highest scores in the July Hot Shot spot. Simon's high score was 1,452,860 and Cameron's was 1,970,000.

Each of these scores was achieved after several hours of play. For the face-to-face challenge, Simon and Cameron each played three ten minute sessions. Their scores were added up and averaged out.

Simon won with 167,106 against Cameron's 163,286.

A triumphant Simon said afterwards: "It was very difficult. The last game was terrible."

The Hot Shot game for November is *Frank Bruno's Boxing* on the Spectrum by Elite. Send your score on the coupon printed below. We are still running the Hall of Fame, so don't stop sending in those high scores.

▼ Simon Stokes boosts his score while Cameron McDade looks on.

### OCTOBER HI-SCORES

Name:
Address:

Name of game:
I scored:
Machine:
T-shirt size (S,M,L):
Witnessed by:

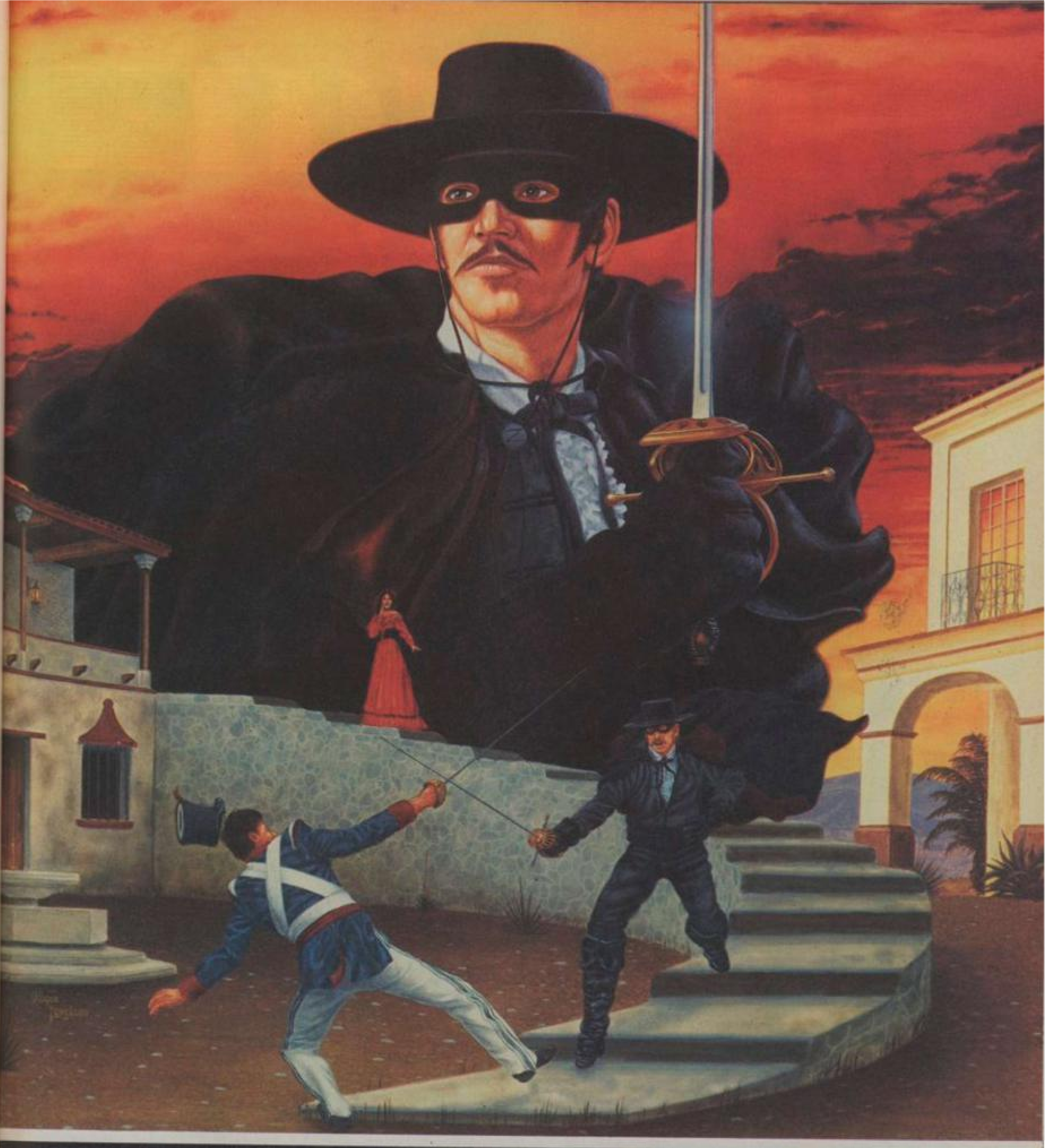
### OCTOBER HOTSHOTS

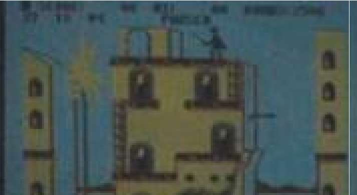
Name:
Address:

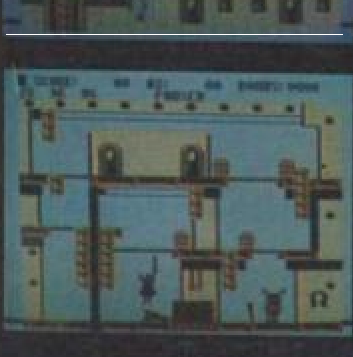
My score on **FRANK BRUNO'S BOXING** was:

Date:

Witnessed by:







The return of the legendary crusader – skilfully fencing his way through twenty screens of mystery and danger!

*Available for Commodore 64 & Atari*

DISK £9.95 CASSETTE £14.95

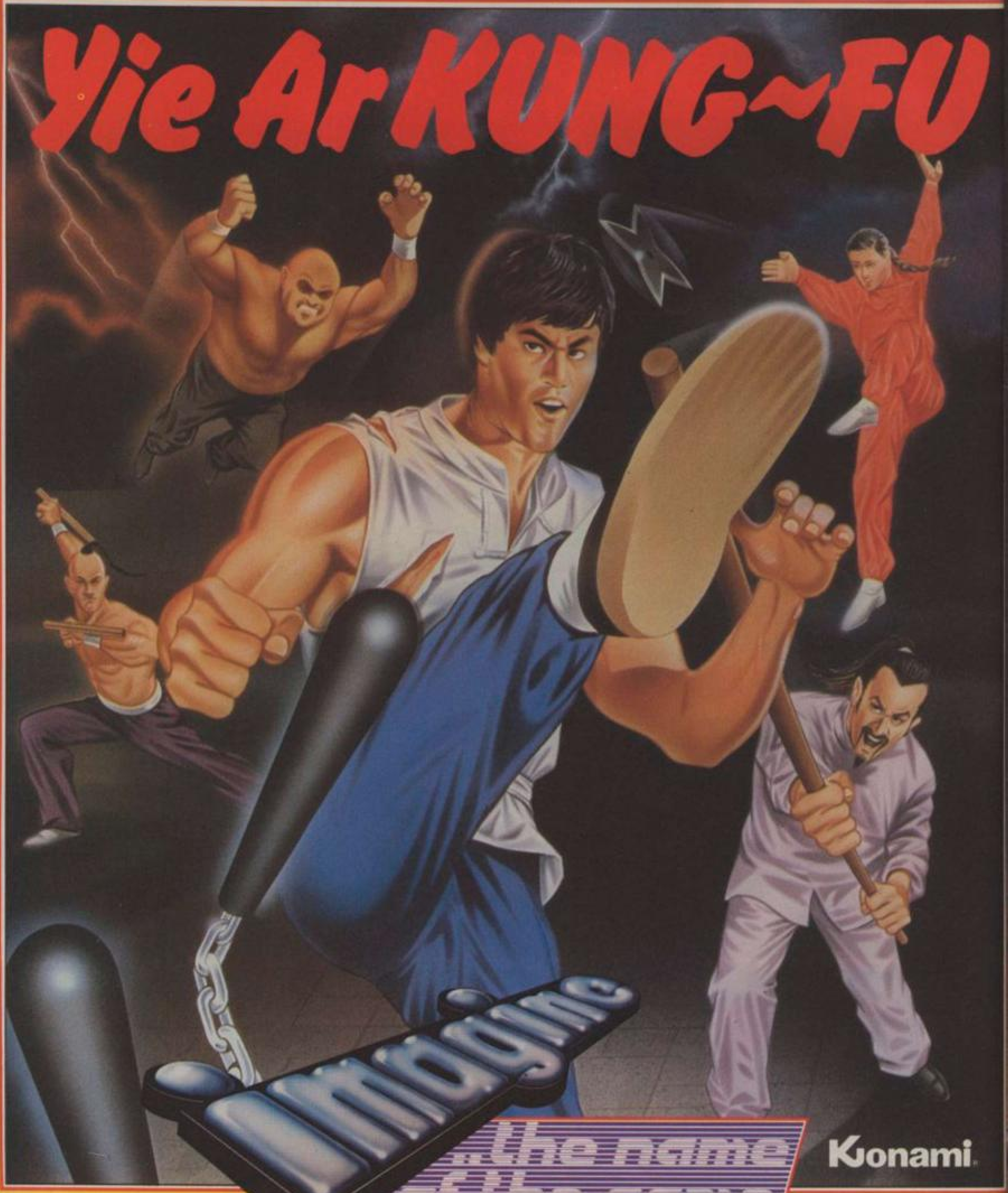
Zorro®

Datasoft

U.S. Gold Limited, Unit 10, The Parkway Industrial Centre,
Heneage Street, Birmingham B7 4LY.

Datasoft is a registered trademark of Datasoft, Inc. Zorro is a registered trademark of Zorro Productions © 1985 Zorro Productions. All rights reserved. © 1985 Datasoft Inc.

AMSTRAD £8·95
ZX SPECTRUM £7·95
COMMODORE 64 £8·95

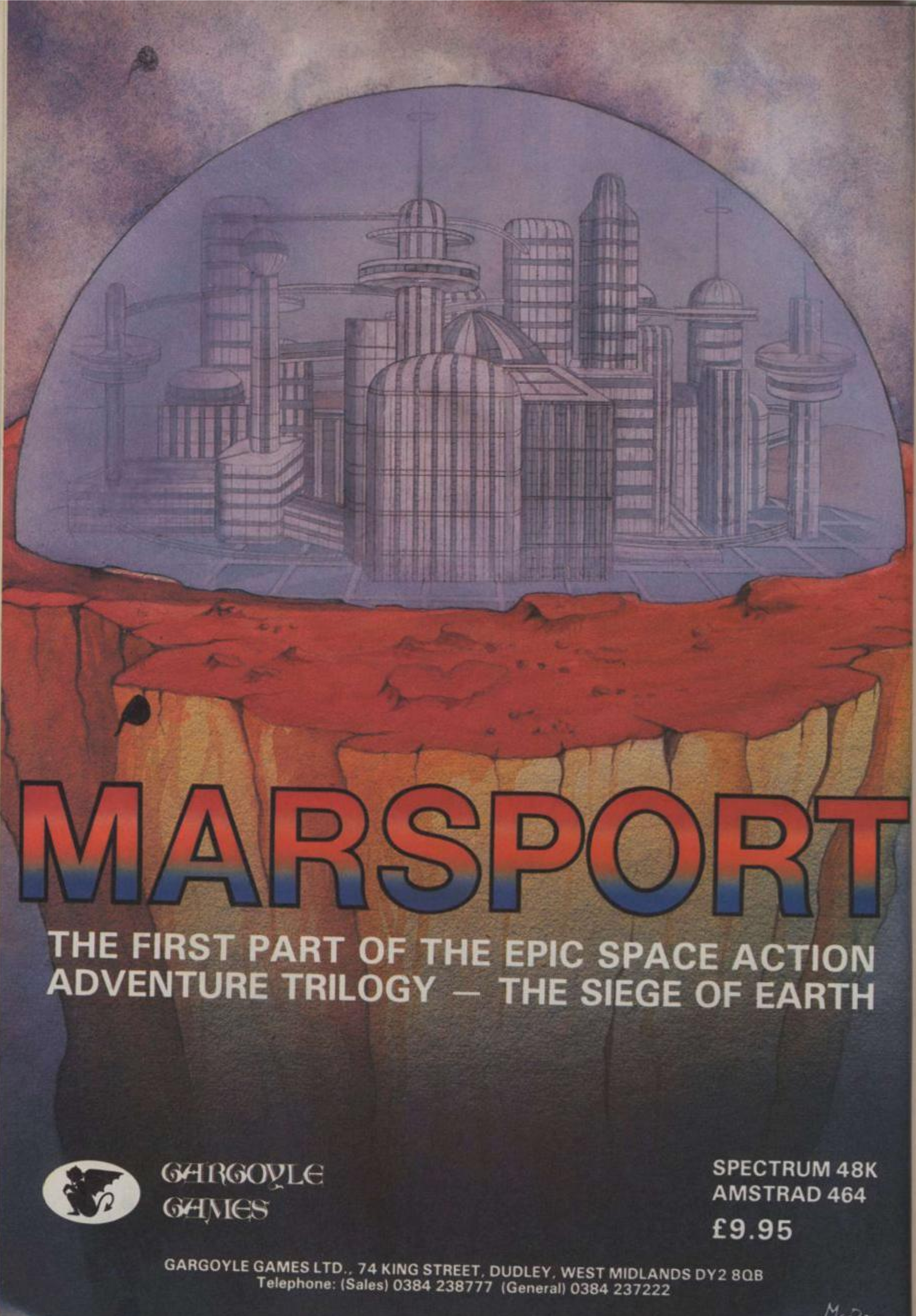

Yie Ar KUNG~FU
Imagine
..the name of the game
Konami

Imagine Software is available from: , WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens,
Spectrum Shops and all good dealers.
Imagine Software (1984) Limited • 6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

# RIDDLERS DEN

Available on the 48K Spectrum from Electric Dreams Software.
31 Carlton Crescent, Southampton. Tel: (0703) 225282

Electric Dreams
SOFTWARE



# MARSPORT

THE FIRST PART OF THE EPIC SPACE ACTION ADVENTURE TRILOGY — THE SIEGE OF EARTH

GARGOYLE GAMES

SPECTRUM 48K
AMSTRAD 464

£9.95

GARGOYLE GAMES LTD., 74 KING STREET, DUDLEY, WEST MIDLANDS DY2 8QB
Telephone: (Sales) 0384 238777 (General) 0384 237222

# C+VG Mailbag

Dear *C+VG*,
I'm not one to moan but gripe I must, as I can suppress myself no longer — "Boy, Is your magazine awful!!"

(1) Your letters pages are very poor with hardly a good answer in any case. A bit more personality and space would help vastly.

(2) Wot, no Top 10? — That the top 30 was back last issue is no excuse, seeing as it wasn't even in the issue it was supposed to be in that — the one right after that issue July which had the top 10.

(3) Your reviews are terrible? Not only are they reviewing old games (occasionally new star games to keep appearances) — do you know how old *Web Dimension* is? — but they are often marked too high and very often too short. Also a mark out of 10 is as bad as using stars etc. as other magazines do — except *Crash* and *Zzap!64* which, as far as I know, are the ONLY magazines which review and mark games properly.

(4) The competitions are not very good — fair enough there are some good prizes but who wants *Don't Buy This* or *Master of the Lamps?* — they are rubbish. Also is it just too hard to think up something different than question/answer and spot the difference competitions?

(5) I was disgusted to read that you were bringing out a new feature on a programmer's diary — *Zzap!64* used this idea two months ago. Don't you know its cheating and wrong to copy — anything!!

(6) Your maps and tips are not only old but rubbish — *Technician Ted* was mapped (properly) over three months ago by *Crash*. Also note *Zzap!64* mapped *Entombed* one month ago with six levels (not 4). Also a few pokes would help instead of playing tips which an 8 year old could have worked out.

(7) Why on earth do you still print type-in programs — they are not only mostly basic rubbish (at least *Your Spectrum, Your 64* print machine code games) but waste space — listings went out years ago.

(8) Layout — your magazine has the worst layout ever with (seemingly) no regular space — it is just slotted in between the numerous colour advertisements.

(9) Games News (indeed) — some of the games still in the news have already been fully reviewed by *Crash* and *Zzap!64* while your magazine was still unsure of what the game was about.

(10) I read the column *Games They Refuse to Release*. Refuse? I don't think so — it just wasn't worthwhile. However the writer went back on the title a bit by saying when some of the games were going to be released here.

(11) The cover picture and similar review of Frank Bruno's boxing — your magazine had an "exclusive" review of this game. So did *Your Computer*. Also why did you review a preproduction copy especially when the graphics have been changed? An exclusive means little unless it is the only review on the complete working game — what you did was a preview.

(12) Max Headroom interview — *that* was an interview? All I could see was two photos covering the page with large text filling the gap — it looked to me like a three minute telephone call, the depth that was reached.

(13) Graphics package review — pictures of the working program help BUT a shot of the loading screen? Also a few more pages of such packages for other companies would have been a whole lot better.

(14) That's a major problem — everything you do either covers too few or too many pages — e.g. too little content and too much advertising. *Zzap!64* and *Crash* do not seem to have as much advertising but have at least 89/100 pages of editorial while your magazine has around 70/120.

(15) Hall of Fame — where did it go — it's hard enough entering a competition to get the highest score on a game, but even harder when you don't know any present high scores.

(16) I never will buy your magazine again — my brother only bought it by mistake — but I am amazed your magazine is still published. I just hope that your secret project — can you be serious about anything? — makes the magazine worthwhile for once in its existence just so that you are no longer robbing readers of money that could have been well spent.
Stephen A Graham,
Carlisle.

**Editor's reply: Another satisfied "reader"! Well, as you don't like the replies, Stephen, we'll throw open these pages to our readers and ask them their views about your epic letter.**

Dear *C+VG*,
In August's issue D Mitchell of Southampton wrote to you about several different matters. One of them was about the special effects in *Tron* and *The Last Starfighter*. Well, that section explained and showed what the big computers are capable of. After all, he did say he wanted more about computers!

I know there were bits in between about how special effects were used in other films, but that made it more interesting. Anyway, I for one thought that section was great!
I. Oliver,
S. Yorkshire.

Dear *C+VG*,
I am a desperate mega-loony. In an attempt to get my letter in your mega magazine, in praise of your mag, I have a review points panel.

- Graphics 9 — Nice 'n' colourful
- Sound 9 — Sounds great to me!
- Value 10 — Great value!
- Readability 9 — I loved it!

I have just bought July's issue and loved it. I've entered all three competitions. Thanks also for two posters AND a free book of games.

Dare I say it, I have one teeny weeny complaint. Why were all the screen shots in — yuck — black and white? In past issues they were all colour.

(Oops, I've just realised, there were six competitons 'er, 'um, 'er). All in all, until someone makes a POKE to turn Basic into machine code, make mine *C+VG*.
Nicholas Coles,
Hants.

**Editor's reply: Sorry about the black and white screen shots, Nicholas, but we sometimes want to use our colour pages for other features. Get your mates to buy a few more copies and we'll be allowed some more colour!**

Dear *C+VG*,
On purchasing an Amstrad at Xmas, I was very pleased with it, but now after six months I am not so sure.

Why is it that all the popular games which are advertised when sent for are not available i.e. — *Brian Jacks, Daley Thompson, Super Test, Hyper Sports?*
J. O'Gorman,
Edmonton.

**Editor's reply: It's really down to the software companies not having their product ready, Mr O'Gorman. If you watch our review pages, you'll see when games are actually ready — but in the meantime have you got *Knight Lore* or *Sorcery* for you Amstrad? They'll keep you happy!**

Dear *C+VG*
After purchasing your magazine for the first time, I found within its pages several excellent competitions. However, on further examination, it would appear that these competitions were only open to an entry submitted on the relevant coupon.

This coupon is usually placed in such a position that on the reverse of the page there is a games review or an article, both of which the reader may require further reference.

Can you clarify this situation for me? I can appreciate the fact that a coupon is needed to stop people who have not bought the magazine entering, but, for genuine readers, this presents a problem.

Could you not print all the coupons on pages with an advert on the back to allow cutting out without loss of the said reviews or articles? Please

CONTINUED OVER PAGE

# C+VG Mailbag.

could you tell me if a written reply is acceptable as I wish to enter your competitions?
Stephen Webb,
Staffs.

**Editor's reply: I'm afraid we can't accept written entries, Stephen, but a photocopy of the coupon will do if you don't want to cut up your issue.**

Dear *C+VG*,
I am writing to you as I have discovered a devious plot going on within the covers of *C+VG*. The story behind this is briefly told below.

Far, far away in the days of primaeval man, before the arrival of the micro-chip adapted technological society, were born two creatures; two creatures destined to have a massive influence upon poor unsuspecting computerholics, two creatures drudged from a slime bath by a caring beast and taught the ways of the wild and survival.

First there was young Metcalfe, a right devious character, not to be trusted by anyone. Then there was, of course, young(!) Campbell, once a fine young Adventurer who enjoyed many a quest.

Throughout the ages they schemed and planned together, well financed by a certain computer magazine, slowly taking revenge upon the community which had left them for dead in the slime bath. And so, in the cunning disguise of an adventure column, they continue their slow torture on the public to this very day!!!!

So please, please warn everyone of the dangers before it is too late!!
Philip Griffiths,
Gwent.

Dear *C+VG*,
After buying your magazine over the last year or so, I am pleased to say it is of the highest standard. However, life would be bliss if the postal service to Australia were of the same standard.

It is quite common to receive your magazine some three months after it was printed. This not only makes your many competitions impossible to enter, but the waiting is pure agony!

As for the costs, British magazines and computer software are considered cheap if you can buy them at even more than double the recommended British retail price.

I can easily sympathize with those Australian software pirates due to the above problems, yet as for those people in easily accessed countries — well need I say more!

With the Australian dollar not worth the metal it is printed on and the possibility of new taxes, prices will rise. Anyway a loyal citizen shouldn't whinge, so I'll stop.

I hope very much to end these problems by purchasing these goods direct from the manufacturer. Could you please advise me on buying software cheaply and safely from overseas? Please help me and prevent a 15 year old from going grey prematurely.
Warren Leicester,
W. Australia.

**Editor's reply: Before you reach for a bottle of Ronnie Reagan's favourite hair restorer, write to Goodbyte, Units 10/11 Imperial Studios, Imperial Road, London SW6.**

Dear *C+VG*,
I do not agree with D Mitchell (C+VG, August). I think the general interest articles are very interesting. I especially liked the one on the American game *Photon*.

He said he buys the mag to hear about computers — and presumably computer games as well — so why doesn't he want to know of computer games that are based on a film? I was interested to know how the special effects of the films *Tron* and *The Last Starfighter* were produced. I hope you will keep doing these sort of articles.
Stephen Herman,
Devon.

Dear *C+VG*,
I am writing to say how much I enjoy your magazine, but, I am disappointed in your reviews recently. The problem with them is they've been getting smaller and smaller. This means that we, the readers, are not being given enough information about any games to persuade us to buy them.

Now onto a different note, I would like to thank Imagine for their brilliant game *Wizadore*. It's great — the graphics and scrolling are out of this world and as for that silly little tune it plays, it's driving me crazy!

Also I was hoping you would print a map or clues to this game or some more on *Castle Quest*.
Jason King,
Leicester.

**Editor's reply: Anyone out there got a *Wizadore* map? Send it to us this instant! Watch for more hints on *Castle Quest*. There were some in our July issue.**

Dear *C+VG*,
Despite recent letters, I think that as long as a magazine is more than 50% free from ads, then there is nothing to worry about.

Your July issue was the best *C+VG* ever, choc-a-bloc full of news, reviews, competitions and no listings.

Listings may be a source of cheap software but if they are just re-hashes of *Pac-Man* and *Space Invaders* they are a waste of space which should be devoted to bigger reviews.

I don't know whether you have dropped listings altogether or not, but if you haven't I would keep the magazine free of listings and keep the pick of the bunch original, fast and comparable with decent commercial software for a Book of Games every three months or so.

Your reviews are generally good, but the standards can vary! I think that someone who actually knows about computer games should check your typesetting.

The person who reviewed *Knight Lore* for the Beeb, obviously didn't know that you had to drop the object shown by the spell in the cauldron in the wizard's room to get a charm. Why not give an overall, or value for money mark as well as the others, and games over a certain mark could be a Blitz Game?

Now for my biggest complaint — why can't you put your competition entry form on the back of an advert, or on a separate piece of paper? You have your faults, but, thanks for the meatiest magazine around.
Richard Scott,
Essex.

**Editor's reply: Thanks for your comments, Richard. But If you didn't get a Book of Games with the July issue you've been robbed!**

Dear *C+VG*,
I own an issue one 48k Spectrum which had an upgrade board made by East London Robotics.

A couple of months ago the upgrade stopped working and I took it in for repair at a local computer center — who could not fix it.

So, I decided to write to the firm who made the 32k board and they said they could not fix it because the engineer who designed it had left. I am now looking for a firm who could supply me with an upgrade for my Spectrum.

Writing to Sinclair Research did no good, as they have stopped the upgrade service. Please could you print this letter in your magazine because I feel that there could be other issue one Spectrum owners who are having difficulty in finding an upgrade for these computers.
Glyn Jones,
Preston.

**Editor's reply: Can anyone help Glyn get a good grade?**

Dear *C+VG*,
I am writing to ask you about the new Atari games called *Daley Thompson Super Test* and *Street Hawk*. If I am going to buy one of these I would like to know if I am getting value for money. Could you review one — or even both — these games in your pages? The thing that I like about your magazine is all the latest news on games.

One thing, though, why aren't there many letters from girls in your Mailbag?
Claudia Woodley,
Wembley.

**Editor's reply: As soon as we see these long-awaited games from Ocean we'll bring our reviews to you! And why aren't there letters from girls — you tell us!**

END

# This is the one for you

# The commodore HORIZONS show

*Saturday 26th and*
*Sunday 27th October*
*The Novotel Exhibition Centre*
*Hammersmith*

**Events • Competitions • Advice • Bargains**

***More an experience than just a show!***

We're organising a weekend of fun, information and bargains. There will be events for everyone to join in, advice centres to answer all your questions, competitions with great prizes, discount schemes and personalities.

We're providing extra catering and rest areas for those tired exhibition feet.

***Plenty of bargains***

We're encouraging all our exhibitors to bring lots of bargains and special offers for you.

***A show with pedigree***

The Commodore Horizons show is sponsored by Sunshine Publications, (publishers of your favourite Commodore magazine and Popular Computer Weekly) and Computer Marketplace Ltd., organisers of the Acorn User, 6809 Colour and Amstrad User Shows. So you can be sure its going to be a great show.

***Miss the queues, save money. Win a Koala Touch Pad***

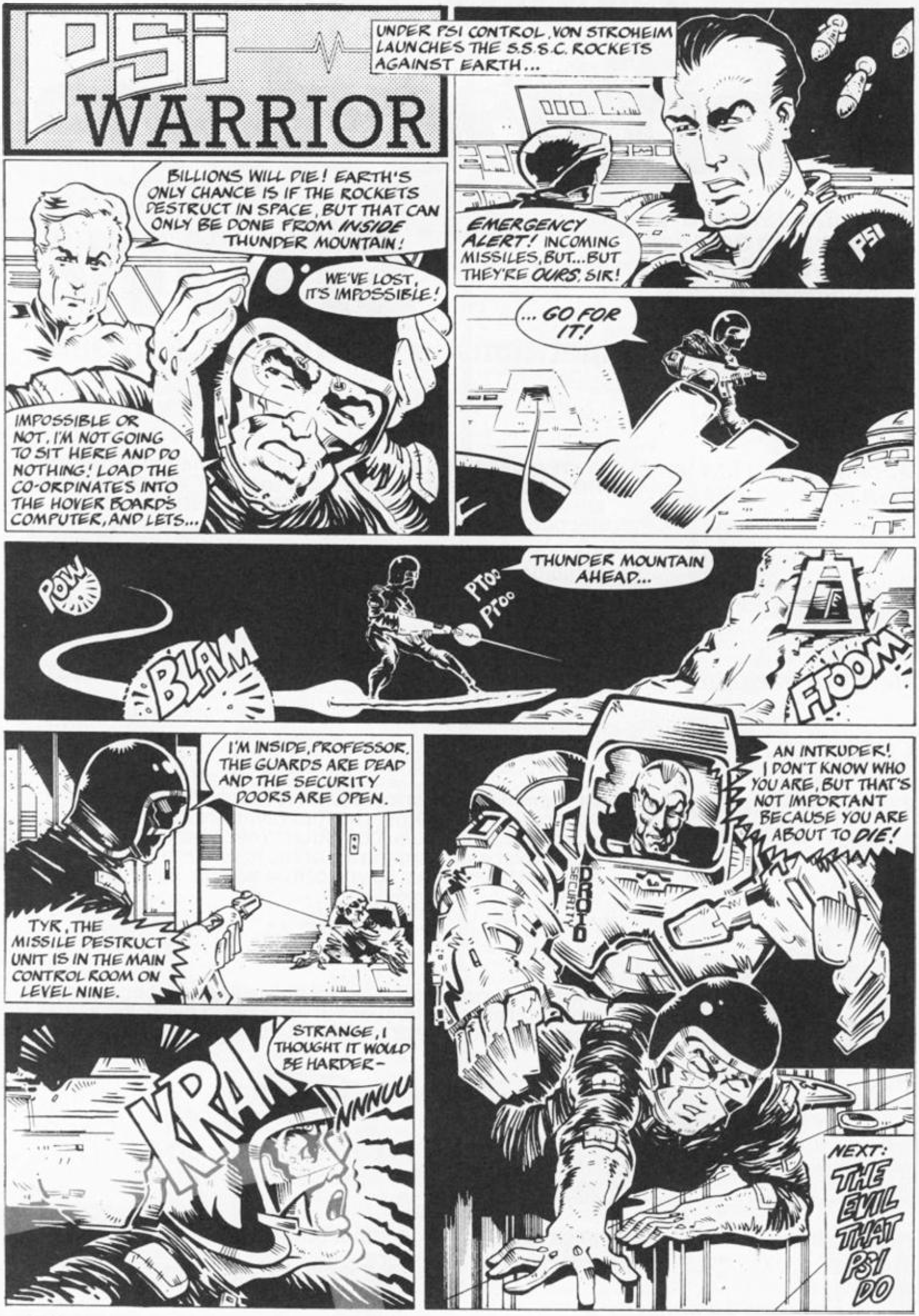
Use the coupon below and not only will you get into our 'fast' lanes and miss the queues but you save £1 per ticket as well. You also enter the prize draw and could win a Koala Pad Touch Tablet too!

Editions Scheme Ltd., Hr House, Finchley,. London N12 0AF

To: Editions Scheme Ltd., Hr House, Finchley, London N12 0AF

**Please rush me_________(Qnty) adult tickets**
**at £2 and____________(Qnty) under sixteen**
**tickets at £1**
**for the Commodore Horizons Show.**
**I understand I am eligible for the prize draw.**
**I enclose my cheque/P.O. payable to**
**Editions Scheme Ltd.,**
**for £____________**
**Name:____________________**
**Address:____________________**
**____________ Postcode:____________**

Editions Scheme Ltd. 01-346 6566


PSI WARRIOR
UNDER PSI CONTROL, VON STROHEIM LAUNCHES THE S.S.S.C. ROCKETS AGAINST EARTH...
EMERGENCY ALERT! INCOMING MISSILES, BUT...BUT THEY'RE OURS, SIR!
PSI
BILLIONS WILL DIE! EARTH'S ONLY CHANCE IS IF THE ROCKETS DESTRUCT IN SPACE, BUT THAT CAN ONLY BE DONE FROM INSIDE THUNDER MOUNTAIN!
WE'VE LOST, IT'S IMPOSSIBLE!
IMPOSSIBLE OR NOT, I'M NOT GOING TO SIT HERE AND DO NOTHING! LOAD THE CO-ORDINATES INTO THE HOVER BOARD'S COMPUTER, AND LETS...
... GO FOR IT!
POW
BLAM
PTOO PTOO
THUNDER MOUNTAIN AHEAD...
FTOOM!
I'M INSIDE, PROFESSOR. THE GUARDS ARE DEAD AND THE SECURITY DOORS ARE OPEN.
TYR, THE MISSILE DESTRUCT UNIT IS IN THE MAIN CONTROL ROOM ON LEVEL NINE.
STRANGE, I THOUGHT IT WOULD BE HARDER-
KRAK
NNNUU
AN INTRUDER! I DON'T KNOW WHO YOU ARE, BUT THAT'S NOT IMPORTANT BECAUSE YOU ARE ABOUT TO DIE!
SECURITY DROID
NEXT: THE EVIL THAT PSI DO

Tujad
from Orpheus

TUJAD
ORPHEUS
NEVER·LOOK·BACK...
Spectrum 48K

**TUJAD**

The Tujad is a Josephson supercomputer that controls a fusion reactor orbiting Earth. It has gone berserk and the future of half the known galaxy is in the balance. You take control of one of the new GEN 19 multidroids, capable of running and flying and equipped with the latest weapons and neutron defensive shields. Your task is to search through the reactor, overcoming the automatic defensive mechanisms and piece together the circuit board needed to stop Tujad.

£8.95

**Commodore 64**
**Amstrad**
**Spectrum**

Orpheus Ltd., The Smithy, Unit 1, Church Farm,
Hatley St. George, Nr. Sandy, Beds. SG19 3HP
Tel. Gamlingay (0767) 51481/91 Telex 817117 ETHGEN G

ORPHEUS
NEVER·LOOK·BACK...

HER FANTASIES
WILL OBSESS YOU...

TWISTER

The mother of Harlots

System 3 Software

## MILES BETTER SOFTWARE

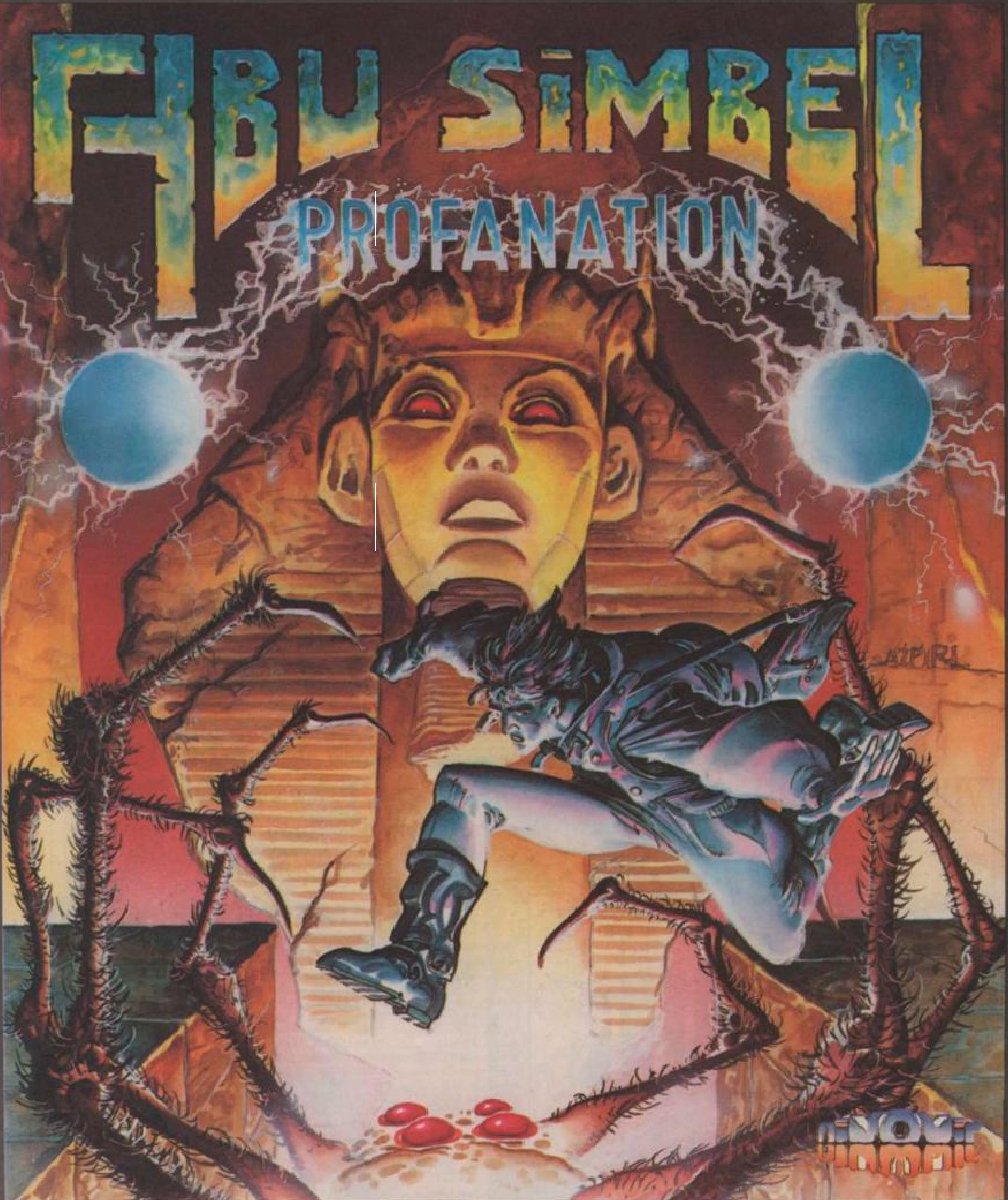
221 Cannock Road, Chadsmoor,
Cannock, Staffs WA11 2DD
Tel: 05435 3577

★ SUMMER SALE ★

| Title & Machine | Cass | Disk |
|---|---|---|
| Beach-head (AT) | N/A | £10.95 |
| Beach-head II (64) | £7.95 | £10.95 |
| Conan (AT) | N/A | £10.95 |
| Pole Position (AT) | £7.95 | £10.95 |
| Mr Do (AT) | £7.95 | |
| Mr Do (64) | £7.95 | N/A |
| Dropzone (64) | £7.95 | N/A |
| Dropzone (AT) | £7.95 | N/A |
| Super Huey (64) | £7.95 | £10.95 |
| Bruce Lee (AT) | £7.95 | £10.95 |
| F15 Strike Eagle (AT) | £10.95 | £10.95 |
| F15 Strike Eagle (64) | £10.95 | £10.95 |
| Tapper (ZX) | £9.95 | £10.95 |
| Spy Hunter (64) | £6.95 | N/A |
| Spy Hunter (ZX) | £7.95 | £10.95 |
| Quasimodo (AT) | £6.95 | N/A |
| Bounty Bob (AT) | £7.95 | N/A |
| Bounty Bob (64) | £7.95 | N/A |
| Blue Max (AT) | £7.95 | £10.95 |
| Zaxxon (AT) | £7.95 | £10.95 |
| Fort Apoc. (AT) | £10.95 | N/A |
| Dambusters (64) | £7.95 | £10.95 |
| Dambusters (ZX) | £7.95 | £10.95 |
| Miner 2049er (AT) ROM | £6.95 | N/A |
| Ultimata III (64) | N/A | £10.95 |
| Ultimata III (AT) | N/A | £16.95 |
| | N/A | £16.95 |
| DoughBoy (64) | £7.95 | £10.95 |
| Impossible Mission (64) | £7.95 | £10.95 |
| Pitstop II (64) | £7.95 | £10.95 |
| Pole Position (ZX) | 6.95 | N/A |
| Ulysess (AT) | N/A | £10.95 |
| Ulysess (64) | N/A | £10.95 |
| Summer Games II (64) | £7.95 | £10.95 |
| Mig Alley Ace (64) | £7.95 | £10.95 |
| Mig Alley Ace (AT) | £7.95 | £10.95 |
| Ghost Chaser (64) | £7.95 | £10.95 |
| Ghost Chaser (AT) | £7.95 | £10.95 |
| Strip Poker (AT) | £7.95 | £10.95 |
| Wurley Nurds (64) | £7.95 | £10.95 |
| Wurley Nurds (AT) | £7.95 | £10.95 |
| Super Zaxxon (64) | £7.95 | £10.95 |
| Super Zaxxon (AT) | £7.95 | £10.95 |
| Blue Max 2001 (64) | £7.95 | £10.95 |
| Blue Max 2001 (AT) | £7.95 | £10.95 |
| Lucifer's Realm (64) | £7.95 | £10.95 |
| Lucifer's Realm (AT) | £7.95 | £10.95 |
| Spy Hunter (AT) | £7.95 | £10.95 |
| Kennedy Approach (64) | £7.95 | £10.95 |
| Up & Down (AT) | £7.95 | £10.95 |
| Zorro (64) | £7.95 | £10.95 |
| Zorro (AT) | £7.95 | £10.95 |
| Tapper (AT) | £7.95 | £10.95 |
| Summer Games (AT) | N/A | £10.95 |

Access/Visa welcome. Please telephone for software availability and software lists for 64, Atari and Spectrum. Add £1.00 for overseas orders.

* Phone for new range of music CDs at discount prices.


ABU SIMBEL
PROFANATION
AZPIRI
Dinamic

Johnny Jones, modern day hero and explorer extraordinaire, has finally discovered the lost Temple of Abu Simbel, built by the great Pharaoh Ramses II over 3000 years ago.
In frenzied desperation he enters this secret world and is drawn into a frightening adventure, threatened by the Pharaoh's curse, in constant danger until he can reach the inner mortuary chamber.

ProfanatioN

ProfanatioN

ProfanatioN

**SPECTRUM 48K £7.95**

Gremlin Graphics

**Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423**

# *Don't miss it! The first-ever show to be devoted to the most talked about micros of 1985!*

## AMSTRAD COMPUTER SHOW

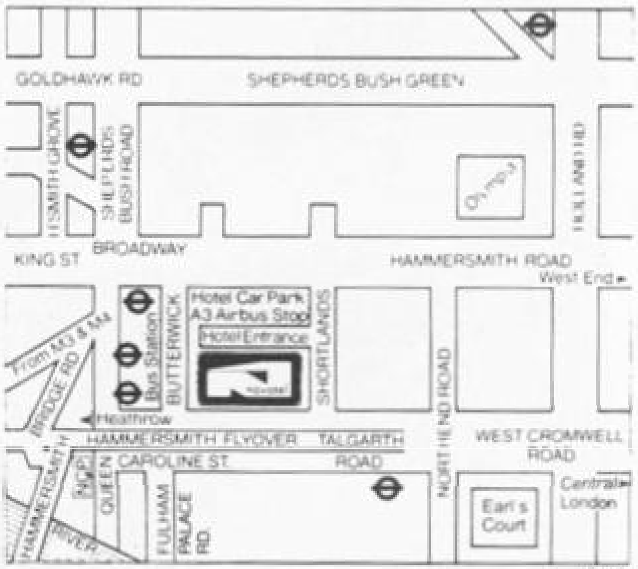
*An independent show organised by Database Publications with the cooperation of the two leading Amstrad magazines – Amstrad User and Computing with the Amstrad.*

LOOK WHAT'S WAITING FOR YOU...

- ★ **SEE – and try out for yourself – the whole range of Amstrad computers, including the latest CPC6128 and PCW8256.**
- ★ **TALK to some of Britain's leading Amstrad experts, who'll be on hand throughout the show giving free advice on hardware and software problems.**
- ★ **DISCOVER for yourself the latest exciting ways of linking your Amstrad to the outside world – including a satellite hook-up to a giant American database.**
- ★ **BE AMONG the first to see the fantastic collection of new-season products that users everywhere will be raving about between now and Christmas.**
- ★ **CASH IN on the biggest bargains ever offered for Amstrad hardware and software – never before have users been presented with such a wide range of money-saving offers.**

## Novotel Exhibition Centre
**Hammersmith, London W6**

**Saturday-Sunday, October 5-6, 1985**


GOLDHAWK RD
SHEPHERDS BUSH GREEN
SHEPHERDS BUSH ROAD
HOLLAND RD
Olympia
KING ST
BROADWAY
HAMMERSMITH ROAD
West End
From M3 & M4
BRIDGE RD
Bus Station
BUTTERWICK
Hotel Car Park A3 Airbus Stop
Hotel Entrance
Novotel
SHORTLANDS
NORTH END ROAD
Heathrow
HAMMERSMITH FLYOVER
TALGARTH ROAD
WEST CROMWELL ROAD
CAROLINE ST
HAMMERSMITH
QUEEN
FULHAM PALACE RD
RIVER
Earl's Court
Central London

CVG

## How to get there

**BY TUBE:** Hammersmith station.
*(District, Piccadilly & Metropolitan lines).*

**BY BUS:** Bus station opposite the Novotel.
*(Frequent services from Central London).*

**BY CAR:** Make for the Hammersmith Flyover (A4/M4).
*(Extensive car parking within easy reach).*

*Additional vouchers can be obtained by sending a stamped addressed envelope to:*

*Amstrad Computer Show*
*Europa House*
*68 Chester Road*
*Hazel Grove*
*Stockport SK7 5NY*
**Tel: 061-456 8500**

**This voucher is worth 50p per head!**

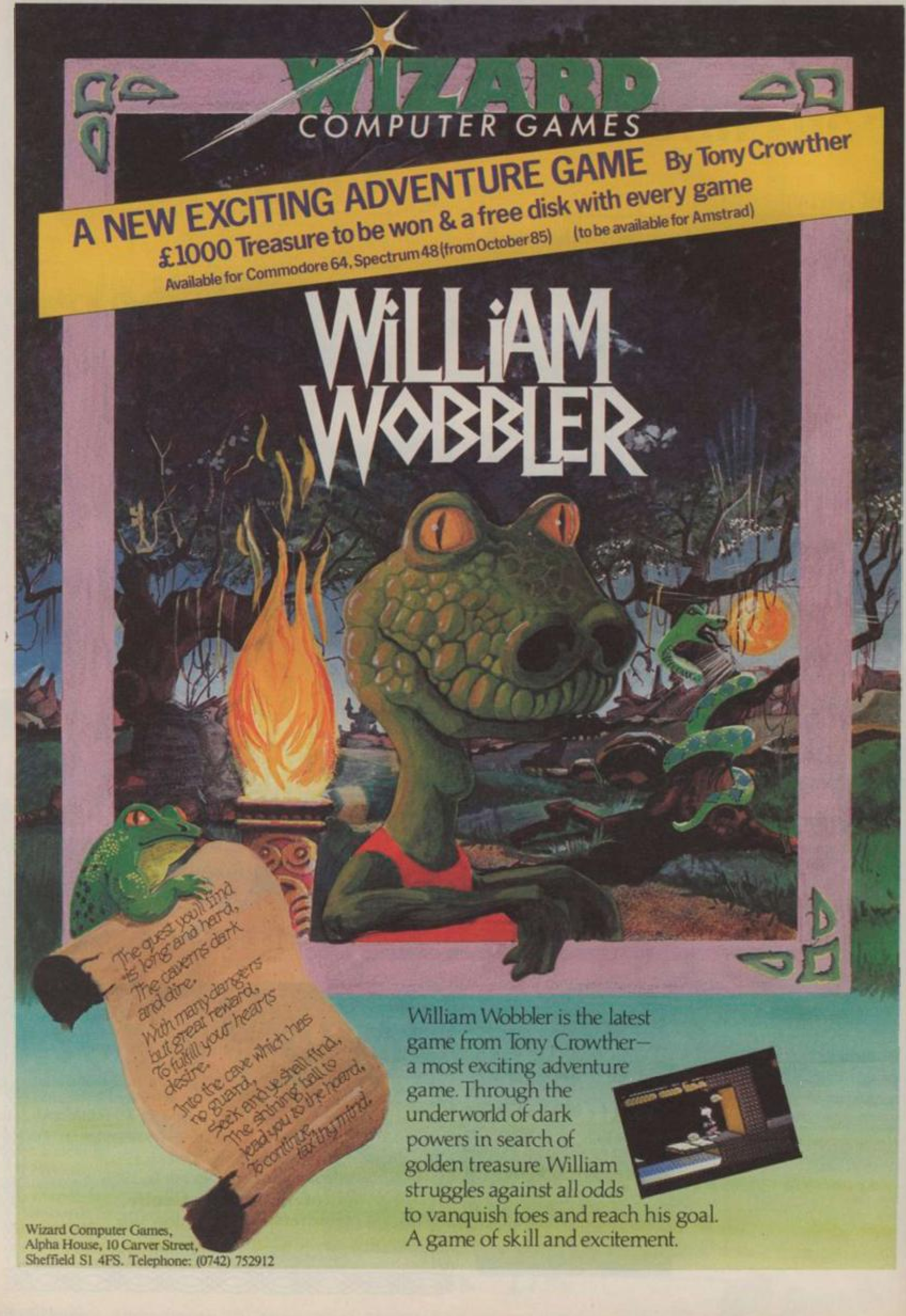
AMSTRAD COMPUTER SHOW

***By handing in this voucher at the door you save 50p off the normal admission price of £2 (adults) and £1.50 (children).***

*(Valid for a maximum of 4 people)*

10am-6pm Saturday, October 5, 1985
10am-6pm Sunday, October 6, 1985
**Novotel Exhibition Centre,**
**Hammersmith, London W6**
*(Nearest tube: Hammersmith)*

*Number attending* ☐1 ☐2 ☐3 ☐4


WIZARD
COMPUTER GAMES
A NEW EXCITING ADVENTURE GAME By Tony Crowther
£1000 Treasure to be won & a free disk with every game
Available for Commodore 64, Spectrum 48 (from October 85) (to be available for Amstrad)
WILLIAM WOBBLER
The quest you'll find
is long and hard,
The caverns dark
and dire.
With many dangers
but great reward,
To fulfill your hearts
desire.
Into the cave which has
no guard,
Seek and ye shall find,
The shining ball to
lead you to the hoard.
To continue
tax thy mind.

William Wobbler is the latest game from Tony Crowther– a most exciting adventure game. Through the underworld of dark powers in search of golden treasure William struggles against all odds to vanquish foes and reach his goal. A game of skill and excitement.

Wizard Computer Games,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Telephone: (0742) 752912

## PART TWO

# DIARY OF A GAME

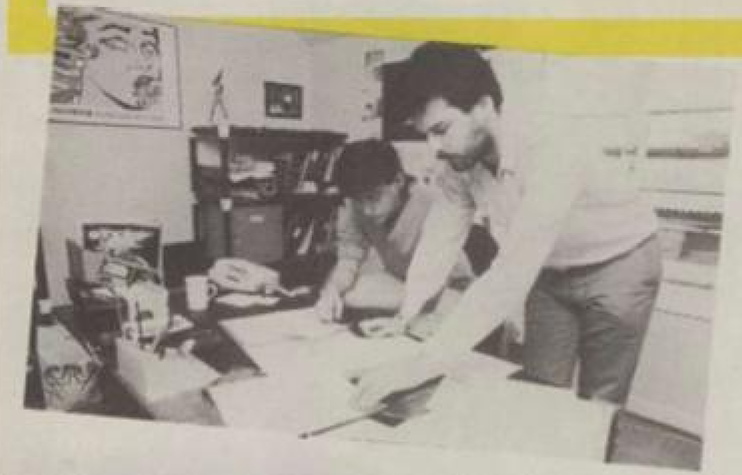
**This month sees the final part of the *Computer + Video Games* Diary of a Game — a month by month look at how a software company produces a game from scratch.**

**The game is *Space Doubt* for the Commodore 64 from CRL, the people who brought you the *Rocky Horror Show*.**

***Space Doubt* is about a ship travelling between earth and another planet which is in need of food. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.**

**The hero of the game must get rid of the aliens and patch up his space ship.**

**The action ranges over 18 rooms of the craft, giving 36 screens of action.**



## JULY

Work on *Space Doubt* is progressing satisfactorily. The cassette cover has been finalised and a "detailed" rough of the artwork has been produced by Ian Ellery, CRL's Software Manager.

"It's coming along nicely," says Ian. A final price for the game has yet to be decided.

## AUGUST

Ian Ellery is now working on ways of promoting *Space Doubt* which is due in the shops on October 14. Ideas include posters, T-shirts and, of course, review copies for magazines. A price for the game is fixed — £8.95.

Pressure is mounting on programmer Jay Derrett. His work must be completed by the end of September, including at least one week to make sure the program is completely free of bugs.

One scare happens when repeated disc errors force Jay to work right through the night.

"I worked through the night to help keep to schedule," says Jay. "I am pacing myself. I don't want a mad rush in the last two weeks."

Jay has been working on *Space Doubt* since April. Is he still as enthusiastic about it now as he was in the beginning?

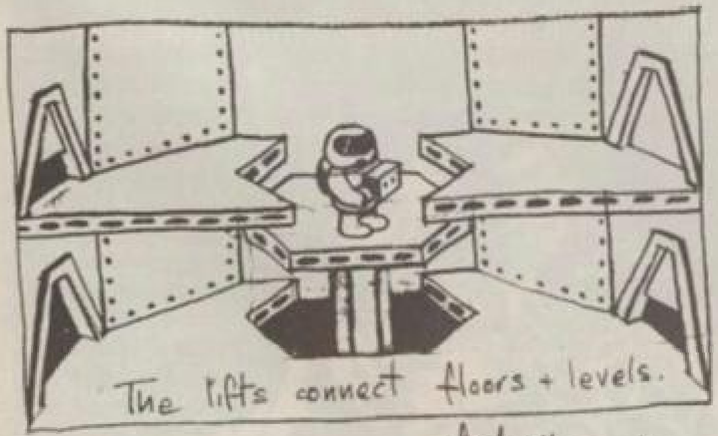
"I'm not fed up with it," he says," just a bit frustrated. It's going fine. Just getting the aliens moving was a bit of a pain. But it's going according to plan."

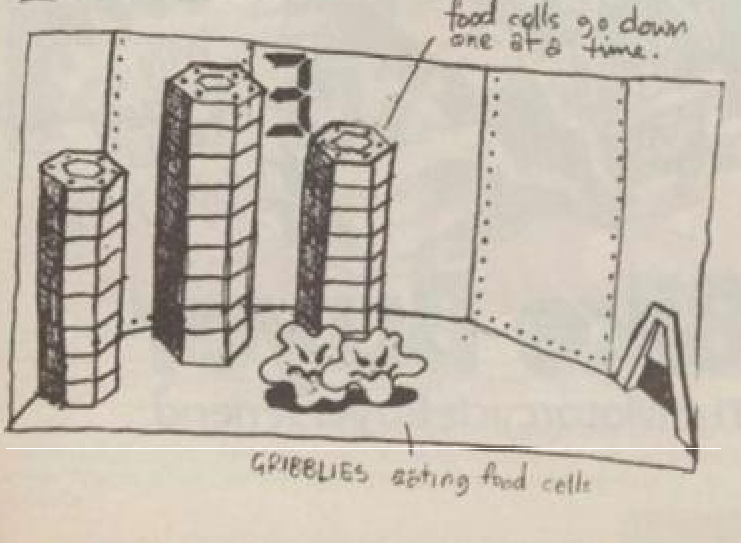
## SEPTEMBER

The hard work is over. *Space Doubt* is about to go on sale. It's too late to worry what might have been. Work will now start on converting the game for other machines in time for Christmas.

Whether the game is a success is up to the games-playing public. It must sell in the region of 8,000 copies to recover production costs and pay the team's wages.

But there is no time for Ian and the CRL team to relax. There's always the next game to be produced.


The lifts connect floors + levels.


food cells go down one at a time.
GRIBBLIES eating food cells

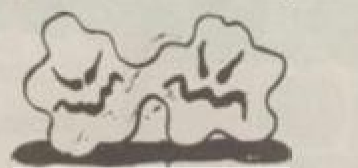
## C+VG SPECIAL OFFER

**Calling all Commodore 64 owners! Get £1 off the price of a copy of *Space Doubt* with this fantastic offer from *Computer + Video Games* and CRL.**

***Space Doubt* will sell in the shops for £8.95. But if you cut the coupon below and send it to CRL you can buy the game for just £7.95.**

**Send the coupon and cheque for £7.95 to the following address**

SPACE DOUBT OFFER
CRL,
CRL HOUSE,
9 KINGS YARD,
CARPENTERS ROAD,
LONDON,
E15 2HD.


GRIBBLIES devide when they eat food cells.

Name ____________________

Address ____________________

____________________

____________________

# Explore the world of Sinclair

Sinclair User, the monthly magazine, will ensure that all ZX81, Spectrum and QL users get the most from their computers.

Every month we include exciting games programs, reviews on the latest software, bench tests on hardware and peripherals, as well as technical advice and development news on Sinclair products.

Sinclair User interviews key people within Sinclair Research, authors of top selling games plus regular features on the developments in the fast moving computer industry.

We cover all aspects of Sinclair, for beginners to enthusiasts right through to business users — Sinclair User will keep you informed. So, don't miss out — place an order with your newsagent or complete and return the coupon below and we will ensure that your personal monthly issue is sent to you direct.

Please send me SINCLAIR USER each month for the next twelve months. I enclose a cheque/PO to the value of £15 (UK rate including p&p). For overseas rate please contact Subscriptions Department.

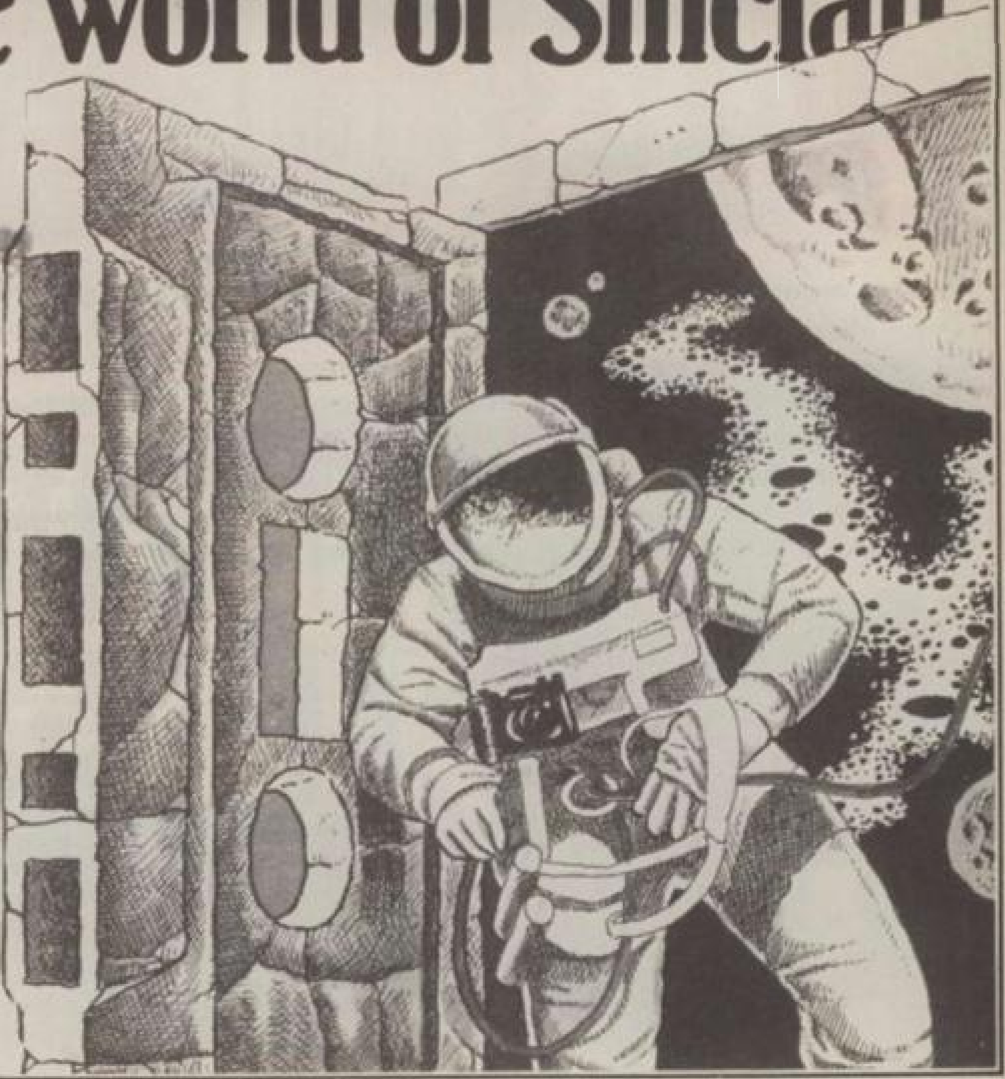
Name

Address

Signed

Date

Cheques should be made payable to Sinclair User. Please send to: EMAP Business & Computer Publications Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



YOUR MIND WILL BE POSSESSED BY . . .

# TWISTER

The mothér of harlots

System 3 Software

## IF YOU'RE BUYING A BIKE, WE CAN HELP YOU GET A GOOD DEAL.

WINTER ISSUE OUT NOW!

Available from leading High Street newsagents.

- Olympia show surprises.
- How to buy a second-hand 2 stroke.
- Winter clothing and accessories review.
- Bike tests - from big to small!

Yamaha FJ1100/
Kawasaki Z1100R/
Yamaha RD500LC/
Honda MBX125F/
Yamaha RD125LC/
Kawasaki AR125LC/
Yamaha DT80MkII/
Big wheel mopeds.

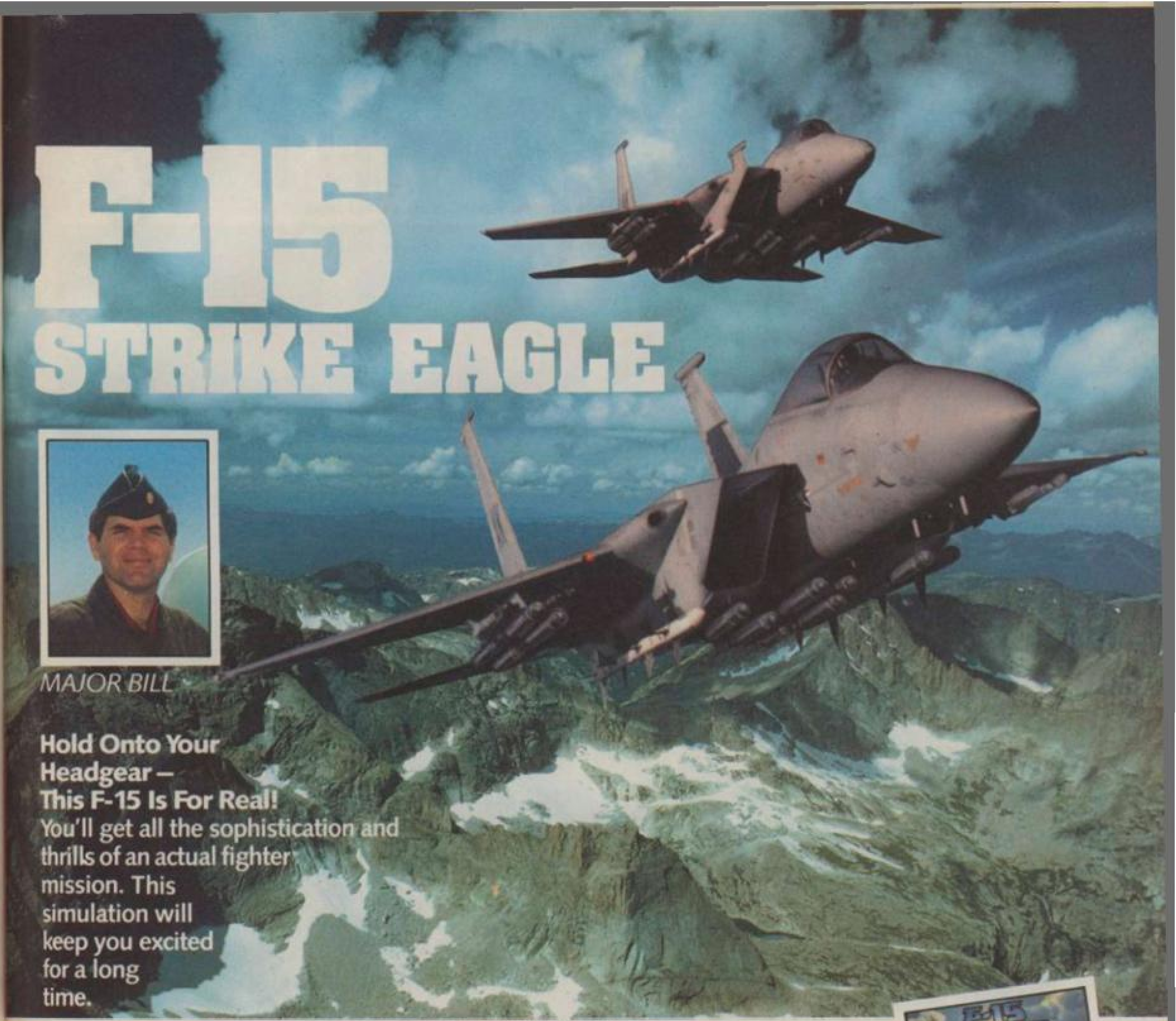
- Plus all new and used bike prices.

WIN a Kawasaki AR125LC!

Bike Buyer

The Motorcycle Buyers Friend

# F-15 STRIKE EAGLE


MAJOR BILL

**Hold Onto Your Headgear – This F-15 Is For Real!**

You'll get all the sophistication and thrills of an actual fighter mission. This simulation will keep you excited for a long time.

## F-15 COMPARISON

| Feature | "Real" F-15 | F15 Strike Eagle | "Fighter Pilot" |
|---|---|---|---|
| 1. Multiple Weapon Systems | | | |
| ● Cannon | Yes | Yes | Yes |
| ● MK-82 Bombs | Yes | Yes | No |
| ● Air-Air Missiles | Yes | Yes | No |
| 2. Sophisticated Electronics | | | |
| ● Heads Up Display | Yes | Yes | No |
| ● Radar | Yes | Yes | No |
| ● Electronic Counter Measures | Yes | Yes | No |
| ● Inertial Navigation | Yes | Yes | No |
| 3. Real Combat Missions | Yes | Yes | No |
| 4. Developed and tested by Real Fighter Pilots | Yes | Yes | No |
| 5. Aerobatic Flying (Loops, Splits and Yo Yos) | Yes | Yes | No |

**64/ ATARI CASSETTE** **£14.95**

**64/ ATARI DISK** **£17.95**

## GREAT REVIEWS!

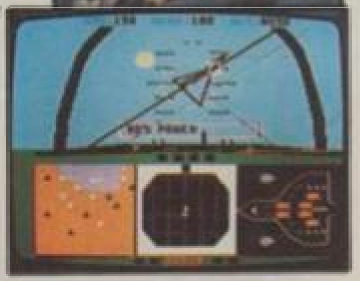
ANALOG – F-15 STRIKE EAGLE
..."Don't wait. RUN down to your local software merchant and buy a copy of F-15 Strike Eagle today. Tomorrow may be too late!" Patrick J. Kelley

U.S.A. TODAY – F-15 STRIKE EAGLE
"...this is more than the right stuff. Once you've gotten used to flying these banks it will be hard to go back to just cruising from La Guardia to Logan. F-15 is definitely the only way to fly." Marc Randolph.

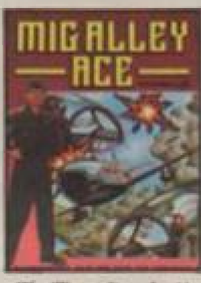
ANTIC – F-15 STRIKE EAGLE
"Launch into the most exciting aerial combat since Star Raiders with the F-15 Strike Eagle...F-15 is an engrossing game which challenges pilots of all skill levels..." Charles Jackson.

RUN – F-15 STRIKE EAGLE
"...The F-15 Strike Eagle is not an arcade game, but, rather, one of the most realistic combat flight simulators I've ever seen. If you're looking for a chance to experience some high adventure and danger in a realistic and challenging format, F-15 Strike Eagle is for you." Peter Paplaskas.

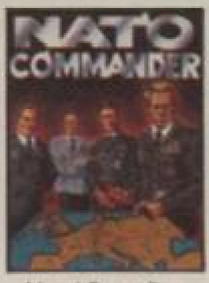
F-15 STRIKE EAGLE



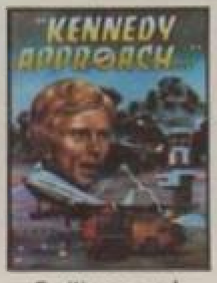
**EXPERIENCE THE REALITY OF THESE OTHER GREAT SIMULATIONS FROM MICROPROSE:**



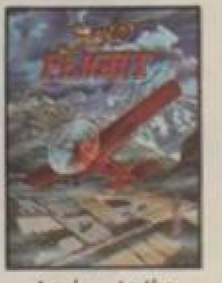
Thrilling Combat!



Heart Pounding accelerated real-time defense!



Exciting speech and Graphic Air Traffic Control action!



As close to the real thrill of flying as you can handle!

**MICRO PROSE**
SIMULATION • SOFTWARE

120 Lakefront Drive, Hunt Valley, Maryland 21030

COMMODORE 64, ATARI, APPLE, MACINTOSH, and IBM are registered trademarks of Commodore Business Inc., Atari Inc., Apple Computer Inc., and International Business Machines Inc., respectively. Software Speech by Electronic Speech Systems of Berkeley, Ca.

Dealers! For information on how to become a Transatlantic Simulations stockist telephone Centresoft on 021-359 3020.

**Transatlantic SIMULATIONS**

U.S. Gold Limited, Unit 10, The Parkway Industrial Estate, Heneage Street, Birmingham B7 4LY.
021-359 8881. Telex: 337268.

# NEXT MONTH IN C+VG

**The future has now been seen. You've all had time to read and enjoy the new look *Computer + Video Games*. But it doesn't end here. Next month will be even better.**

WHEN YOU'VE QUITE FINISHED, B-CON... BRING WHAT'S LEFT TO MY OFFICE.
WHY DO I BOTHER!
WOOO!
ENERGY
S C
NETS
©1985 JERRY PARIS

## FREE BOOK OF MAPS

**● Don't miss our FREE Book of Maps. Help is at hand if you're dazed, confused and trapped in a dead end. Let *C+VG* show you the way out.**

## PLUS

● A **FREE** pull-out poster of the new *Blade Runner* game from CRL.

● Dan Dare. Learn about this legendary space hero and the new game.

● More thrills and spills with *Psi-Warrior.*

● Find out more about the *Bug Hunters, C+VG's* computer heroes.

● Loads of reviews, colour screen shots, news, features, hints and tips.

COMPUTER & VIDEO GAMES

## ON SALE OCT 16

## PSI WARRIOR OFFER

● If you saved last month's token, the lucky *Commodore 64* owners amongst you can get *Psi Warrior* for only £1.99. Just send this month's coupon (below) and last month's, along with a cheque of postal order for £1.99, made payable to **Beyond Software**. If you missed last month's coupon, you can still get a 60% discount — send £2.75 and coupon number 2 to Beyond, and *Psi Warrior* will wing its way to you.

PSI-WARRIOR C+VG COUPON NO. 2

I enclose coupons 1 and 2 and a cheque/postal order for £1.99 for *Psi Warrior*. Tick box ☐

I enclose coupon 2 and a cheque/postal order for £2.75 for *Psi Warrior*. Tick box ☐

Name

Address

Tel No.

**Send to.** Beyond, Psi Warrior Offer, 153 Lector Court, Farringdon Road, London EC1. Allow 28 days for delivery (overseas readers add £1 p&p).

## T-SHIRT OFFER

**● Oops. . . Big Red strikes again**
If you collected either coupon 1 or 2 from the previous two issues of *C+VG*, then send it off with coupon number 3 to get £1 off our great new T-shirt. Send a cheque or postal order made payable to **Computer + Video Games T-shirt offer**. If you missed the coupons but don't want to miss out on our ultra brilliant T-shirt, just send £4.50.

COMPUTER + VIDEO GAMES

COUPON 3 T-SHIRT OFFER

C+VG/SPECIAL OFFER/£1 OFF

I enclose coupons 1 or 2 and 3 and a *cheque/postal order for £3.50.* Tick box☐

I enclose coupon 3 and a cheque/postal order for £4.50. Tick box☐

T-shirt required: Medium☐ Large☐

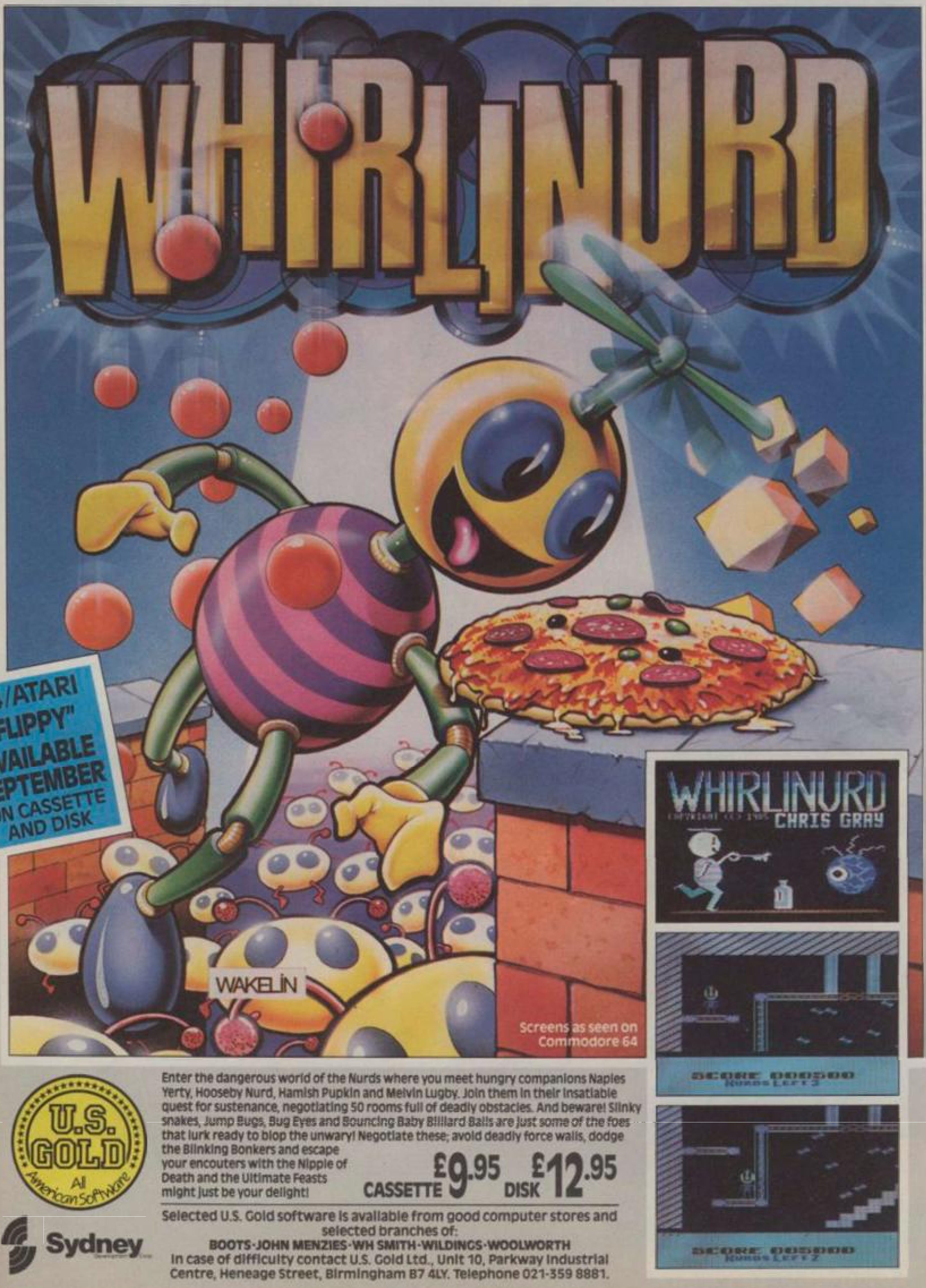
Name

Address

Tel

**Send to:** C+VG T-Shirt offer, Ward Lester, 14 Hertford Road, London N1. Allow 28 days for delivery (overseas readers add £1 p&p).

# SO YOU'VE BLASTED THE ALIENS AND SAVED THE WORLD!! BUT CAN YOU COPE WITH BLOPPERS, GLOBS AND SPUDNIKS **AND** FACE THE TERRIFYING NIPPLE OF DEATH?!!



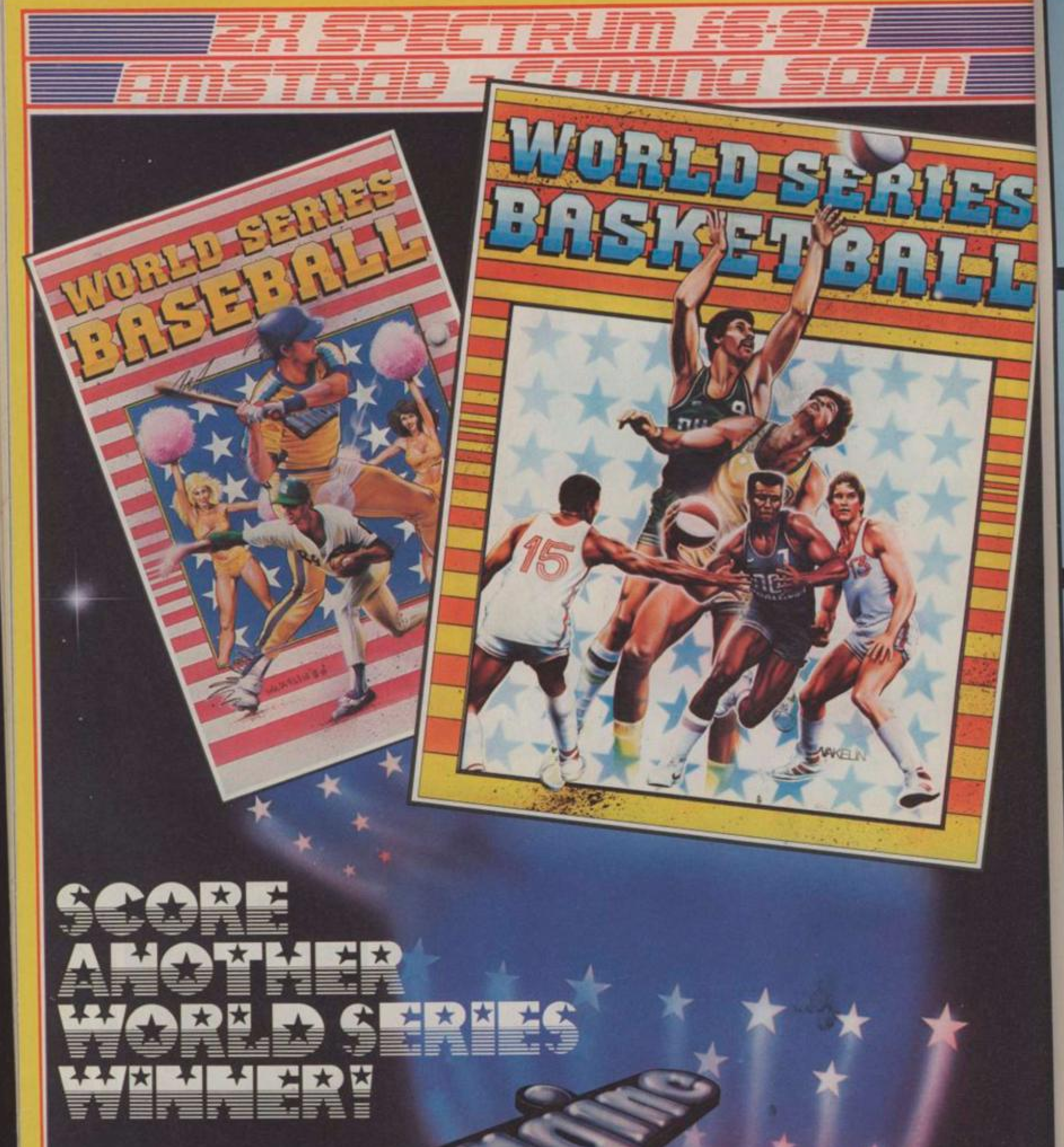
64/ATARI "FLIPPY" AVAILABLE SEPTEMBER ON CASSETTE AND DISK

Screens as seen on Commodore 64

Enter the dangerous world of the Nurds where you meet hungry companions Naples Yerty, Hooseby Nurd, Hamish Pupkin and Melvin Lugby. Join them in their insatiable quest for sustenance, negotiating 50 rooms full of deadly obstacles. And beware! Slinky snakes, Jump Bugs, Bug Eyes and Bouncing Baby Billiard Balls are just some of the foes that lurk ready to blop the unwary! Negotiate these; avoid deadly force walls, dodge the Blinking Bonkers and escape your encouters with the Nipple of Death and the Ultimate Feasts might just be your delight!

**CASSETTE £9.95 DISK £12.95**

Selected U.S. Gold software is available from good computer stores and selected branches of:
BOOTS-JOHN MENZIES-WH SMITH-WILDINGS-WOOLWORTH
In case of difficulty contact U.S. Gold Ltd., Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone 021-359 8881.


ZX SPECTRUM £6.95
AMSTRAD – COMING SOON
WORLD SERIES BASEBALL
WORLD SERIES BASKETBALL
SCORE ANOTHER WORLD SERIES WINNER!
Imagine
..the name of the game

Imagine Software is available from: Boots, WHSMITH, John Menzies, **WOOLWORTH**, LASKYS, Rumbelows, Greens
Spectrum Shops and all good dealers.

Imagine Software (1984) Limited • 6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 66997

# Trivia

A family game for 2 to 4 players in which mum is just as much at home as the sports crazy son.

Over 2000 questions on six subjects like Entertainment - Sports - History.

**C64 - Amstrad - Atari - BBC - Spectrum £7.95**

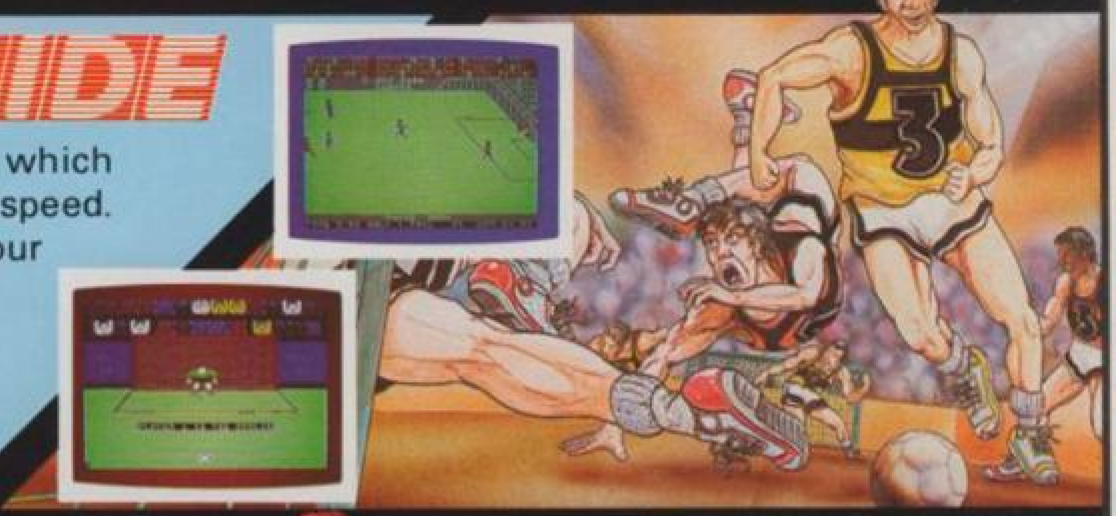
# FIVE-A-SIDE

A soccer game with real pace in which passing skills are as essential as speed. Penalty shoot out truly tests your anticipation.

One or two player option.

**C64 - £5.95**

**Spectrum - Amstrad**
**Atari - BBC - MSX SOON**



# SLAP SHOT

A fast and furious game which requires skill and fast reactions. Ice Hockey is a tough game but persistent rough game is punished by roughing penalties.

One player or two player option.

**C64 - Amstrad - MSX £8.95**

Assume control of this unique fighting machine. Take care that you practice take off and landing thoroughly before you embark on a combat mission to seek and destroy the enemy aircrafts. Use your radar to locate the carrier and land in worsening weather conditions as you progress through the ranks.

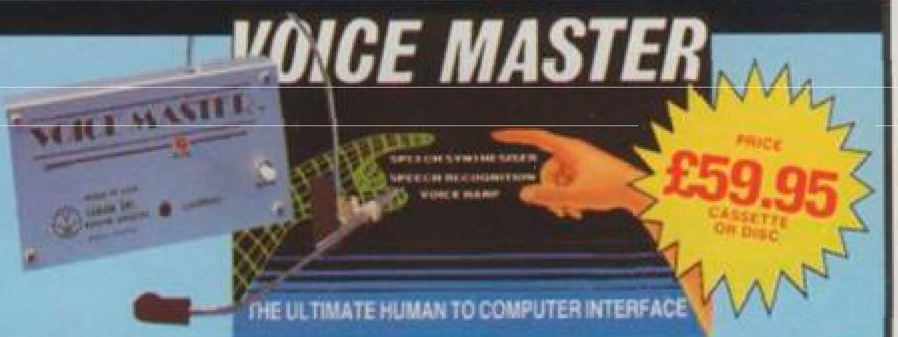
**C64 - Amstrad - BBC £9.95.**
**Atari - Spect - Electron SOON**

**VOICE MASTER** A unique three in one package.

*Speech Reproduction* - Speaks in your own voice. Easy to incorporate speech in your own programmes. Recorded speech does not require Voice Master for reproduction.

*Speech Recognition* - Imagine your computer actually understanding what you say.

**Voice Harp** - Just whistle or hum to produce music



TRADE ENQUIRIES ANIROG Unit 10 Victoria Industrial Estate Dartford Kent 0322-92513/18
MAIL ORDER 8 High Street, Horley, Surrey. 029 378 6083
24 Hour Credit Card Service or pay by Cheque, P.O., Visa or Access

ANIROG

Daley Thompson's
SUPER-TEST
PISTOL SHOOTING
SPRING BOARD DIVING
TUG O' WAR
GIANT SLALOM
CYCLING
ROWING
PENALTIES
SKI JUMP
WAKELIN
SCORE 00000
1 0000
2 0000
WORLD RECORDS
1
Summon every ounce of strength and stamina ..rise to the challenge of my 'SUPER' ·TEST·

SPECTRUM 48k 6·95 COMMODORE 64 7·95 AMSTRAD 8·95

ocean

Ocean Software is available from selected branches of:
Boots, WHSMITH, John Menzies, WOOLWORTH
LASKYS, Rumbelows, Greens
Spectrum Shops and all good software dealers.

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G